







Laws of Physics Make Games Look and Feel Like the Real Thing ASUS Unveils World's First Add-In Card with PhysX Processing Unit

Game titles with crazier and crazier graphics are hitting the stores every year. Do you think your computer setup is powerful enough to really take advantage of the 3D animators' skills and efforts?







Things don't just look real, they act real and feel real. Massively destructible buildings and landscapes; explosions that cause collateral damage; lifelike characters with spectacular new weapons; realistic smoke, fog and oozing fluids are all now possible.....but only with the ADELAND IDENTIFY.



In a gaming system, the CPU (Central Processing Unit) drives game AI and logic, while the GPU (Graphics Processing Unit) delivers beautiful three-dimensional visual representation. This year, a third component has arrived that will blow your mind away with neverseen-before dynamic motion and interaction.

The PhysX P1 card is the world's first to incorporate a PPU (PhysX Processing Unit) to take gamers to a whole new level of video realism. Currently only two companies are scheduled to manufacture PPU cards, currently only two companies are scheduled to manufacture PPU cards, and ASUS is one of the pioneers.

By bringing the laws of physics into video performance, systems with the PhysX P1 card can now offer enhanced realism for explosions, flying debris, liquid flows, water splashes and movements influenced by wind. No two motions will be the same, which means no more canned animations and predetermined interaction.

The PhysX P1 is first to leverage the PhysX core that optimized specifically for dynamic large-scale, physics processing. This new video technology accelerates real-time physical motion and interaction at a scale far beyond those of CPUs and GPUs.

With the list of growing PhysX accelerated games poised to hit the stores this year, players need to equip themselves with the most advanced graphics technology to experience gaming realism that not only looks real but acts and feels real as well.



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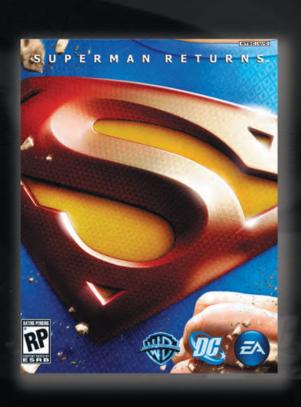


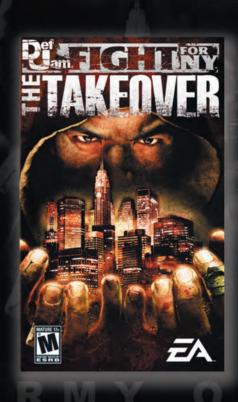






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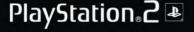




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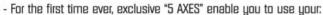
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ED'S NOTE

ADAPTIVE IP, CONSOLE CLASHING AND SWAG HUNTER HATRED

verything is cool about going to E3 - well mostly. Universal Studios, authentic Star Wars replicas, movie premieres, Burger King and limousine Hummers are hard to beat, and spending company money on thrill rides makes the whole deal that much sweeter. The downside involves jet lag, mind numbing flights (the PSP is probably the only thing between bearable and opening the hatch and stepping into the wild blue) and far too many unqualified people at the expo. Let's qualify that a little. Unqualified means everyone except the media and the exhibitors. The rest are there because electronic gaming is cool and they have a PlayStation. Prominent hate beacons this year were the home video cameramen and swag hunters, i.e. groups of gamers running around collecting all the free stuff (sweets, plastic swords and bouncing balls). Additionally, queuing for an hour and paying \$10 for a slice of pizza also sucks, but that's a convention for you. Negativity aside, E3 always rocks the house and here are 76 pages of game loving just for you.

for you.

Some common themes were noted this year. For example, the words intellectual property, or more correctly 'new IP', were bandied around like never before. It seems many game delopers are keen on creating new franchises, clearly tired of rehashing the same old proven concepts, with some exceptions. Another buzz on the floor this year was the engineering of an adaptive play dynamic in games so that they appeal to both the mainstream and hardcore gamer. Simply put, should a player whip through the initial stages of a level the game would present more or simply tougher enemies later on. Complaints from the hardcore community (a community that grows each year as casual 'mainstream' gamers start becoming more experienced) demanding more challenging games are being taken seriously by a few of the more innovative developers — good news for anyone who might have found the latest *Tomb Raider* a tad easy. Other than that, there was little (this is a relative term) on show this year compared to last year and the year before that. It seems that the level of complexity and time now required to produce impressive titles is increasing at an alarming rate and this situation only gets more desperate each time Microsoft or Sony decides the world is ready for another console (we'll respectfully leave Nintendo out of this). The other interesting, if a little underwhelming, bit of excitement at E3 2006 was playable PlayStation 3 'code' on the show floor. This unexpected development came as a bit of a bonus as journalists and everyone else crowded around the few titles on display - the games were all impressive looking and mostly pegged at around 60% complete. However, it was the Xbox 360 that really stood out at the show this year with incredible technology demonstrations at a number of booths, with notable entries from Electronic Arts with its sports titles and some astounding technology that'll power an upcoming Star Wars game (due for release in 2008) called Force Power as well as all future LucasArts titles. But fear not, although many titles were demonstrated using an Xbox 360, almost all of them will be appearing on the PC too. But all of this paled in comparison to the hands-on presentation given by Will Wright on his upcoming game *Spore* (one that really defies any conventional genre pigeon holing). It's everything you don't see anymore when dealing with the glut of new titles appearing every year. Watch out for this one: it's better than you can imagine.

E3 Supplement 2006

You don't see something like this every month. Weighing in at 76 pages and stuffed so full of games we weren't forced to leave any out this year, we proudly present our annual E3 Supplement — the only one of its kind in the world. Enjoy it and when you're done there are plenty of exclusive E3 hands-on previews in NAG. Remember to think good thoughts about our major sponsors, Intel and EA South Africa and all those brave companies that advertise in this supplement. If it weren't for them, this would be a thin little pamphlet with too many pictures of booth babes and no real meaty content. Thanks to everyone who made this possible, and make sure you give our E3 video on the DVD a spin for some actual footage from the show floor (we might even have the *Spore* video on there too). Essential Facts were provided by the Electronic Software Association, based on surveys of U.S. gamers in 2005.

Michael James [Qualified E3 Media]











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INTERVIEW

Right after getting back from E3, we had a chat with Brent Hamilton [Managing Director of EA South Africa] to get his thoughts on the local industry, new platform launches and what he really thinks about NAG. Also, considering EA South Africa helped sponsor this supplement, it's the very least we could do...

Can you describe the current state of the gaming industry in South Africa?

BH: Gaming on the whole is growing strongly. At the same time it is maturing, and gamers are becoming more selective about what they play. An interesting period is approaching, with two console players in the local market for the first time.

What factors would you say are the most important for the sustained growth of the local market?

BH: Pricing, especially around the hardware — we are still paying more for consoles than they do in the US and Europe, but if you look at our market, there is

clearly opportunity to grow the market more by hitting lower price points. The games themselves have dropped in price, many new releases [all of EAs] hit the shelves at R399.99 and they rapidly move to lower price points.

Choice is also important: we have had a single console market pretty much since the inception of serious gaming. I am

very much looking forward to the launch of
Microsoft's Xbox 360 — competition has to be
good for everyone.

More cost effective bandwidth for the internet is also
crucial, as PC games almost all have an online element, and
multiplayer games are big business and extremely popular. Xbox 360

has a very strong online component; this is new to the console market, and it will be interesting to see the uptake in online console games.

In terms of platforms and the imminent launch of Xbox 360, how do you see the race unfolding, and which platform will dominate and why?

BH: I assume you are alluding to the launch of the PS3? We will support both platforms, and Xbox 360 will have a very strong line-up when it launches in SA—the new generation consoles are amazing and take gaming to a whole new level. I do not see one console dominating, but clearly Xbox 360 can only grow its share since to date it has little or none in South Africa. I see the possibility of two markets developing: the serious gamer who will buy an Xbox 360 or PS3 (or both) and the more casual gamer who will buy a PS2 (a PS2 at a compelling price is a great deal if you look at the range and price of the games available.)

What is EA South Africa doing to expand the gaming industry in South Africa?

BH: Well, the best way to expand the market is to continue to bring great games and new concepts to the gamer, which is how EA drives itself each and every year. Quality speaks out in terms of the number of games that sell more than 2 million copies; EA had 12 titles that exceeded this number in FY06.

Are there any markets you feel haven't been touched yet?

BH: Well, the mobile phone space has huge potential: there are over 20 Million handsets in SA, and we are only just starting to penetrate the market. Our recent acquisition of JAMDAT positions us very well to take a large market share, and the games arriving are superb.

What is your opinion of the releases currently lined up for the coming year from Electronic Arts [seen at E3]?

BH: This is a transitional year, and they are always the most difficult and testing times. It is necessary to rationalise the number of titles and focus on quality, as with the new platforms it takes more money, time and resources to develop titles. Having said that, our line-up is really strong — we have developed new EA-owned intellectual properties such as Black, we have Superman coming later this year, Sims 2 continues to grow and our Sports range is industry leading, with Tiger 07, Fight Night 3 and FIFA 07.

Is there any one single game that you believe will do the best, and why?

BH: Crysis and FIFA 07 will be very strong, but Need for Speed: CARBON should be the top seller, as it has a history from previous versions of providing great gameplay and innovation, and CARBON continues this legacy.

What is your opinion on licensed content [Harry Potter, for example] versus unique intellectual property [such as Army of Two]?

BH: The key to success remains the same: the game quality. You do have more opportunity to add value with licensed content such as clips and images from

a movie, but you have to stick to the movie story line. With "unique IP" you have much more opportunity to go wherever you want with the characters and storyline.

Do you perceive any problems arising in the future if first party companies [Sony and Microsoft, specifically] keep releasing new gaming platforms at five-yearly intervals?

BH: With three companies having Next Generation machines, the consumer will win, they will choose were to spend their Dollars (or Rands). Every 5 years is not a short period: look at the PC space, for instance. New processors come out every couple of months, and hard drive capacity doubles annually. Consoles are stable relative to the PC! Of course, initially costs do increase from a development perspective, but the volumes of games sold are also expected to increase. The period we are in now has a name: it's called "the transition" when gamers move from one

platform to the next generation. It takes a significant amount of time before the installed base of next generation exceeds the old generation machines. There is such a huge improvement in the gaming experience on next generation platforms that consumers do see the value in moving. Having said all this, the console manufacturers need to get the pricing strategy right, which is especially true

Why do you think it's important to support publications like NAG and sponsor supplements such as the E3 Supplement?

BH: Gaming is a huge, huge industry. As South Africans, it is hard if not impossible to gauge the enormity of E3 without going to the event. This supplement is at least a glimpse into what goes down at E3. With the good coverage it provides supported by the rAge event later this year we are not missing out too much.

What are your views on rAge and the continued growth of gaming in South Africa?

BH: We are big proponents of rAge: it gives South Africans an opportunity to see all the latest technology and trends in the industry, not just for hardcore gamers, but also for casual gamers and intrigued parents. We and our competition show all the latest software, and you will not find a better range of products on show anywhere, from first person shooters to online to educational and more. rAge, in my opinion, is key to the continued growth of gaming in South Africa! It's an awesome event.









in South Africa.



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Command & Conquer 3: Tiberium Wars

Genre: Strategy Platform: PC Release date: 2007

Command & Conquer returns to its roots, but with all the advancements we've seen in technology and in the series. It has been seven years since the C&C universe appeared in a game, and planet Earth is the worse for wear from the devastating growth of Tiberium. It's been a while since the alien substance first arrived, and in the year 2047 the GDI and the terrorist group NOD are still fighting over what's left. Earth has been divided into three zones: Red for complete Tiberium take-over; Yellow for serious Tiberium fields; while Blue zones are where people built

their massive, fortified cities. But future commanders have more problems than fighting NOD or toppling the GDI. A third faction arrives into the Command & Conquer universe from outer space and it's not friendly. Rumour has it that the aliens are connected to the Tiberium, which is perhaps a predictable plot.

But the point will be the warfare and Command & Conquer 3 benefits from the much-updated Sage engine. So far the game looks terrific and pushes visual effects for the top range of cards, though the engine's scalable nature should be evident as well. Since no proper gameplay footage was shown, what remains of the original game and what is new will be kept close to EA's chest until later this year. Suffice to say, though, the Tiberium Wars are far from over.



Battlefield 2142

Genre: Action Platform: PC Release date: 2006

"The year is 2142, and the dawn of a new lce Age has thrown the world into a panic. The soil not covered by ice can only feed a fraction of the Earth's population. The math is simple and brutal: some will live, most will die." Building upon the success of the Battlefield franchise, 2142 takes the squad-based action title into the next century. Players will wage epic-scale war, all to defeat the opponent's Titan: a massive flying warship controlled by

the team's commander. First, the shields must be taken offline, and then the craft must be boarded. After a fight to its reactor core and a short detonation later, there is victory — as long as you defend your own Titan. Up to 64 players can battle online, while the real-time persistence from Battlefield 2 makes a welcome return. Equipment, medals and other rewards are doled out in-game and in real-time. You can even choose an 'Unlock' and have access to it immediately, one respawn later. Battlefield 2142 will have up to five times the amount of unlocks that Battlefield 2 had. This time around, players can customise abilities as well as pilot new exciting vehicles.

Spore

Genre: God Game Platform: PC Release date: TBA

Lovingly referred to as 'Sim-Everything', the brains behind The Sims finally makes the game the industry believes he's always wanted to make: the ultimate God Game where you take a single-celled organism right up to planetary warfare and beyond. You guide your creature's evolutionary fate through six phases: Tidepool phase as you fight with other creatures on a microscopic level; Creature phase lets you venture onto dry land, where you evolve into whatever you chose - carnivore or herbivore, social or independent; The Tribal phase lets you care for the entire tribe on the whole instead of individuals, giving them tools and guiding their interactions; City phase represents the golden era of your creature — technology, architecture

and infrastructure all become the main focus; The Civilization phase has you spreading your race out across the planet, interacting with other cultures — war or peace, trade or threats; and The Space phase lets you move to new worlds in your solar system, thermoforming new planets or making first-contact with other species (asynchronously downloaded to your game world from other players, creating a wondrous ecosystem). The entire experience is guided by a mission structure that sets goals and paths to follow as you spread your creations across the universe. (See the Spore presentation from E3 on the Cover DVD.)













Red Steel

Genre: Action Platform: Wii

Release date: December 2006

Quite literally the lovechild between first-person gunplay and samurai katana action, Red Steel is the first unique franchise exclusively for the Nintendo Wii. The player uses the Revolution controller to control the action like 'never before'. Sword movements are replicated, and enemies are easily dispatched of via intuitive targeting using the Wii controller as a light gun. Deadly combination attacks can be executed using multiple swords, while the large variety of firearms makes long-range attacks exciting. A 'focus system' lets the player freeze time and then unleash powerful attacks. While time is frozen, you can lock onto multiple enemies and

multiple body parts, and when time catches up all the targets are shot in rapid succession. As you learn the art of Japanese swordplay, you use the skills to take out enemies or to gain their respect and loyalty by sparing their lives. Friends can be challenged via split-screen multiplayer modes for some samurai-on-samurai action. The single-player storyline follows a dour arc of kidnapped fiancées and Japanese Mafia kingpins being murdered. As is expected, a saving of the loved-one and some honour defending is in order, travelling from Los Angeles to Tokyo's underworld.









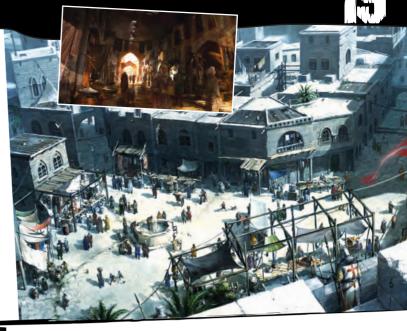


Assassin's Creed

Genre: Stealth Platform: PS3 Release date: 2007

Ubisoft's Montreal Studio, the minds and talent behind the newer *Prince of Persia* titles and *Tom Clancy's Splinter Cell* have announced their new franchise: The Assassin's Creed. The official announcement promises compelling new gameplay, combined with superb graphics and an immersive and sophisticated storyline to deliver an "... epic experience that will launch the action genre into the next-generation and beyond." Hyperbole aside, the first game in The Assassin's Creed franchise is set in 1191 AD while

the Third Crusade was tearing the Holy Land apart. The Assassins are charged to stop the hostilities by suppressing both sides of the conflict. Players assume the role of Altair, able to throw their immediate environment into chaos. "Assassin's Creed is going to push the videogame experience as we know it today into an entirely new direction," said Yannis Mallat, chief executive officer at Ubisoft's Montreal Studio. "Assassin's Creed's compelling theme and storyline experienced through the next-generation console will captivate audiences and affect them on the same level as an epic novel or film." Not much else is known about Assassin's Creed, other than that Ubisoft Montreal's sterling reputation will undoubtedly make it a must-see title for 2007.





Brothers in Arms — Hell's Highway

Genre: Action
Platforms: PC | PS3
Release date: December 2006

The Brothers in Arms series has improved with every iteration, namely *Road to Hill 30* and then *Earned in Blood.* The second only made subtle changes to the engine and game mechanics, but enough to remedy problems with the first. Still, it was a constricted experience. Hell's Highway intends to change that in more ways than one. In fact, when Gearbox promised a major overhaul of the series, it wasn't kidding.

Hell's Highway puts players back into the boots of Captain Matt Baker as First Company takes part in Operation Market Garden. A proper prep into the last major victory by German forces is best captured in the epic film *A Bridge Too Far*, plus *Call of Duty 2* also took gamers to the canals of the Netherlands. Players will have substantially more control over how they play the game. The developers are working on a large seamless world, allowing more freedom of movement plus allowing for creativity when using the squads. In addition, our man Baker can finally vault short walls, plus crawl under trucks and break through wooden doors (so hopefully there will be plenty of those in Holland).

The next-generation visuals of the Unreal Engine 3 bring unprecedented realism to the series. Cover will gradually degrade depending on bullets hitting it, plus players can expect a fair level of general destructiveness. The squad commands and tactics have also been upped a notch. Hell's Highway may just be the Brothers in Arms game fans have been dreaming of.

Haze

Genre: Action
Platform: PC | PS3 | 360
Release date: TBA

Crytek might have left Ubisoft for the pastures of EA with its upcoming game, but the French publisher first got the developer's John Hancock to use the current-generation CryEngine. That includes Ubisoft's engineers taking it apart and making it better, bringing the original engine into the next-generation. The first game to show the results is Haze, an action shooter from *Timesplitters* developer Free Radical. The studio hasn't managed to gain the major acclaim other FPS developers have garnered, but it has a cult following thanks to a knack for solid, entertaining titles.

Haze appears no different. Players will take the role of a soldier in the Mantel army, one of

many private forces in the future that are used to stop the bad guys of the world. Mantel's soldiers are particularly feared and it looks like a good career opportunity to see some action and the world. But naturally things are not all that they seem; something the protagonist realises when on a mission in South America to stop the Promise Hand rebel faction.

Haze represents another next-generation action title out to woo the high-end PC and console owners. It will be interesting to see how Free Radical takes advantage of the technology and delivers the usual interesting stories and worlds fans have come to expect.









20 ACTIVISION

Tony Hawk's Project 8 Genre: Sport Platform: 360 L PS3

Platform: 360 | PS3 Release date: Spring 2006













Enemy Territories: Quake Wars

Genre: Action Platform: PC Release date: TBA

Nothing overly new was announced at this year's E3. Enemy Territories: Quake Wars still remains one of the more eagerly anticipated titles from the Quake franchise. Taking ideas from Battlefield 2 and the more recent Unreal Tournament Games, Quake Wars pits the forces of earth against the Strogg in detailed regional combat. Serving as a prequel to id software's Quake II, Enemy Territories aims to become the most important online team and objective-based multiplayer experience. Each side has five unique character classes, each with a unique arsenal of

weapons. Using vehicles and deployable armaments, players coordinate teamwork through a series of combat objectives. Persistent character growth is expected, along with an achievement reward system for teamwork. Clearly defined objectives relative to mission and class will guide new players to meaningful contributions on the battlefield. In development at Splash Damage, co-creators of Wolfenstien: Enemy Territory, in conjunction with id Software. Quake Wars employs new MegaTexture technology from John Carmack himself. Large outdoor battlefields specifically designed for objective-based team combat include realistic terrain, lighting, special effects and atmospheric conditions. While easily accused of being a Battlefield 2 clone with a Quake theme, Quake Wars is doing enough to set itself apart from the forerunners of the genre.



Marvel: Ultimate Alliance

Genre: Action Platform: PS2 | 360 Release date: Spring 2006

How much do you crave the ultimate Marvel superhero experience? Fans who haven't had enough of the rich pantheon of characters in this comic stable should be thrilled to hear about Ultimate Alliance. The game boasts an impressive 140 characters from the Marvel universe and an initial 20 playable choices with more to be unlocked. The action RPG will let players choose their favourite character like Thor, Spider-man, Wolverine, Iron Man and pretty much any popular Marvel good guy or gal. The

entire superhero force is united against a new threat posed by Dr Doom and his new group, the uninspiringly named Masters of Evil.

As an interesting touch, the villains will be playable as well. Ultimate Alliance is being developed as a multiplayer experience, so best make some friends. But there will be some specific Superhero versus Supervillain battles. In this event, some players will take control of enemy forces, which will create some interesting situations. But if you all just want to get along, a custom super group (along with its own logo) can be created. It sounds exactly like something Marvel fans craving for some action can geek out on.

Call of Duty 3

Genre: Action
Platform: PC | PS2 | 360
Release date: TBA

What should we expect from the third Call of Duty game? At this point, the series has done it all and delivered what fans consider to be the best and strongest franchise in the World War II action market. Even Medal of Honor, the one-time ruler of this sub-genre, has fallen back into increasing obscurity as Call of Duty powers ahead. The most recent success the series added to its badges was the incredible popularity of Call of Duty 2 on 360 Live. Granted, once more action-orientated multiplayer games make their appearance on the 360, Call of Duty 2 is likely to eventually fade. But a third title is already on its way and it intends to hit all the next-generation stops on the road to the top.

The plot isn't clear, though expect to once again see the Second World War from the perspective of several soldiers. The battlefields of Europe will still feature prominently, but globe-trotting can be expected again. Hopefully the neglected Pacific theatre will get a large chunk of the campaign, but that remains to be seen. In the meantime, it's obvious that Call of Duty 3 looks impressive and wants to push that immersion bar even higher. Considering the advancements made in Call of Duty 2, the third game has little to offer in how to improve the game dynamic, but it can certainly rev up the visual and interaction stakes. A high level of destruction plus more realistic and engrossing animations are certainly leading the charge for Call of Duty 3. It's not surprising that a sequel for the popular franchise is underway and fans are definitely looking forward to another iteration in the series. Will it run out of steam soon? After

the next-generation fare Call of Duty 3 will likely have to pull some big tricks out of its bag to impress. But that's still far away, and for now the second sequel looks more than competent enough to stand on its own.











Just Cause

Genre: Freeform

Platforms: PC | PS2 | 360 Release date: Spring 2006

Is the gaming world getting bigger and bigger with every GTA style title? It's not been that long since GTA 3 bedazzled everyone by breaking the mould and introducing a freeform world to the 3D generation. Several titles have since spiced up the genre, but nothing has gotten us quite as excited as Just Cause. It's clearly a GTA clone, but more over-the-top and like GTA, not afraid to push the volume all the way up.

Rico Rodriguez, a CIA agent, has been tasked to cause the overthrow of the dictator of San Esperito, a large island off the South American coast. It's a 250,000 acre, 24km² patch of land where, if you can see it you can get to it. Rico has a lot of vehicles at his disposal and his ability to jump from one to another, including getting into a helicopter from a plane, is definitely a hallmark of Just Cause. One popular stunt has Ricky flawlessly land on a truck with a parachute, pull out the driver and take over the rig.

To create the turmoil needed for an overthrow, there are many ways to influence the various factions on the island. Apart from many mini-games such as Village Liberation, the game boasts over 200 side missions. Then there is still the main story, but the influence that Ricky's actions have on the world promises for a new experience quite a few times.

Graphically it looks brilliant, but it's definitely a title that demands next-generation hardware. With GTA 4 still a while off, Just Cause with its tropical areas and insane stunts looks like the perfect place to wait.











Reservoir Dogs

Genre: Action
Platforms: PC | PS2 | 360
Release date: Spring 2006

Quinton Tarantino doesn't like games much. So don't expect his involvement in this take on the cult movie. The only talent that seems to have signed on so far is Michael Madsen, which is a pretty big deal in a movie that was quite character and situation heavy. Unfortunately Chris Penn is dead, but Steve Buchemi is still around; plus Tim Roth might not be busy.

The question of whether a Reservoir Dogs game will work depends on the approach. The movie was not a shoot-heavy affair and most time was spent on figuring out what happened. The game wants to flesh out the bits that went wrong in the robbery, though fans already know: the undercover cop. Still, the specific

events have remained a mystery and while we are actually fine with that (for instance, we'd prefer the long-running debate of whether Mr Pink survived or not to remain unanswered), it is really the only available avenue for the game to keep itself credible. That is, as an action game.

The developer claims that Reservoir Dogs can be finished without firing a single shot. The point is to take hostages, make sure the cops don't fire at you and get to getaway cars before key characters die. Unfortunately the movie spent a large amount of time looking at the pre-robbery stages, but we can't imagine how a game of Keitel and Roth sitting in a car would play.

A soulless cash-in? A game's take on a cult movie? To be honest, this isn't an ideal license and it will take some more convincing before fans take it seriously.







Battlestations: Midway

Genre: Tactical Platforms: PC | PS2 | 360 Release date: Spring 2006

World War II has seen more than its fair share of games, but developers haven't shown much interest in many other conflicts, except for modern or future battlefields. Still, the European theatre has gotten the lion's share of the coverage while the Pacific usually ended up with the shorter end of the stick (though the African campaigns get nearly no attention). But several new titles are taking the action to the blue seas and tropics, with Battlestations: Midway leading the latest charge. Eidos's strategy/action title puts players in charge of a fleet fighting across several battles in the Pacific theatre. Ships,

submarines and aircraft fill the battlefield, while players jump from unit to unit, handing orders and taking charge of things.

The underlying control mechanic favours arcade controls to simulation, which means jumping from a PT boat to an aircraft will be seamless. Players will be able to attack targets directly or issue orders which units will follow. Sometimes units will comprise of several craft, of which a key vehicle is taken control of. For instance, the lead plane will be controlled while wingmen give support.

Multiplayer will support up to 32 players, each taking control of different aspects of a fleet. With this kind of macro-management it's bound to make for some intense online battles on the PC and 360.

Urban Chaos: Riot Response

Genre: Action
Platform: 360 | PS2
Release date: June 2006

Set in the same theme as the first Urban Chaos game, Riot Response is more different than it is the same. Organised gang violence threatens a city on the brink of total anarchy - players as Nick Mason will set things right. Trained in all areas of urban combat, players will take back the city by whatever means necessary. In an interesting twist, players will also work with the police, firemen and Emergency Medical Services to protect the city, save hostages and take out the enemy.

Armed with the Riot shield, an offensive and defensive weapon, players can take cover on the move and progress through bullet storms. Dual weapons add akimbo flavour with over 21 weapons to keep pyromaniacs happy. Not excluded are meat cleavers, Molotov cocktails and power tools. Online multiplayer of the 'up to 8 players' variety offers unique scenarios based on game missions. The city will be an authentic city in chaos, a realistic and dynamic environment that thus far seems to live up to expectations. The eleven story missions are spread over a calendar year, with six bonus missions for those who go for 100%. An actual newscaster, Lani York, reports on the action as it happens and guides you through levels.









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Stranglehold

Genre: Action
Platforms: PC | PS3 | 360
Release date: Q3 2006

It's about time that John Woo, the man who created the so-called gun ballet, enters the gaming arena. While games and movies have long mimicked the Hong Kong director's style, he finally has a title of his own to lay claim to. Stranglehold marks a major collaboration between Woo and Midway — this is most evident in the lead character, Inspector 'Tequila' Yuen. Woo fans might recall him from arguably Woo's most spectacular movie, Hard Boiled. As such, Woo regular Chow Yun Fat reprises his role digitally. With next-generation visuals powering Stranglehold, there's no mistake who plays the

lead role in this high-octane action game.

Packing heat such as dual Berettas, Tequila is not the kind of cop you want to meet on a bad day. He is highly lethal and specialises in blasting away a lot of bad guys. But when in Woo land, you do things in style. Tequila can kick any object in the room up as cover or at opponents. He can slide across table surfaces, kick-jump against walls and make quick dodges behind cover.
Pillars will take slow damage while tables can be blasted apart in bullet salvos. The amount of environmental damage is quite impressive.

Strangehold looks to be a solid and actionpacked gunplay title. Since Max Payne opened Pandora's Box for this genre, it has only been a matter of time before Woo's name became associated with it. Thankfully he seems to be betting on a winner.



Mortal Kombat: Armageddon

Genre: Fighting
Platforms: 360 | PS2
Release date: Q4 2006

Mortal Kombat returns yet again in the game that shows how Midway is milking the franchise. But Mortal Kombat has seen a resurgence with the past two or three titles and seems to be heading into a new era. Thus, fittingly, Armageddon will play like a Class of MK — with over 60 characters, every opponent that has ever appeared in a Mortal Kombat game will be present. This is likely to get fans' nostalgia glands going, but the most memorable have managed to stay in the series anyway. Players who want even more zest can try the character creation mode. Here a character

can be built from scratch, including special moves, various fighting styles and even a personal bio and history. Players will be able to take their fighters online and establish a reputation.

The fatality system has seen a major overhaul. Now simple fatality moves can be executed with two or three moves, but seasoned players will be awarded by chaining up to ten brutal kill moves on dazed opponents. These can include weapons, so things are likely to get extremely bloody — exactly what Mortal Kombat fans demand. Old arenas will also return and the game has moved its visuals up slightly higher compared to the previous titles — though not by a huge margin. The big selling factor will be the massive roster and the online custom characters. Will it be enough so satiate Mortal Kombat fans?

Rise and Fall: Civilizations at War

Genre: Strategy Platform: PC Release date: June 2006

Were Alexander and Cleopatra actually alive at the same time? These inconsistencies might seem small — after all, what's a hundred years or so in the scope of a few thousand — but they are likely to annoy history purists. Luckily you never needed to be one to enjoy a good strategy experience, and this is exactly where Rise and Fall is heading. The project was yanked out of oblivion last year when developer Stainless Steel went belly-up. But Midway wasn't about to let the game slide and brought it in to be finished.

Fans of Age of Empires and other RTS titles based in the ancient world will be fairly comfortable with the game's approach, though Rise and

Fall has a few tricks up its sleeve. It does dabble with the mythology of the age as some hero units represent mythological beasts from ancient Greek lore. But the general focus remains on the armies of the day. Both Alexander and Cleopatra have a campaign each, allowing players to command armies from quite different historical worlds. In fact, ancient Greece is the wrong setting — Rise and Fall makes liberal use of the era at large. Heroes such as Achilles feature in battles, so the game isn't particularly historically accurate. But how many RTSs are?

Resources come in the form of gold and wood, though Glory points are accumulated through buildings and achievements — these are in turn used to upgrade units. One area the game places a lot of focus on is naval combat. Here the ships are almost in scale and whole battles can happen on the water as units jump from one ship to another while archers pelt



















Bioshock

Genre: Adventure Platform: PC Release date: TBA

Irrational Games, the people behind Tribes:
Vengeance (love it or hate it), are developing the 'spiritual successor to System Shock',
Bioshock. Irrational actually developed System
Shock 2, which it also considered a 'spiritual successor' to the previous game. While Bioshock doesn't officially continue from the previous game (which would be difficult, considering EA is working on the official System Shock 3), it is clear where its inspirations lie. In Bioshock, where the main buzzword is emergence, the entire game has an Al ecology with a system of checks and balances. Biomechanical drones go out to feed on corpses, producing materials for

more production. Predators fight robots built to defend the drones, while trying to attack the drones for sustenance. The entire system is like a wildlife preserve, with each creature trying to survive. The player gets stuck in the middle of this system and has to try and unravel the plot and survive in this hazardous environment. The player will be able to use enemies' traits against them, as well as tip the balance of the ecosystem to be more favourable for survival. As the player harvests DNA from drones, implants will allow the player access to new areas. Players will also be able to use a pressurisation switch to change the air pressure in a room to the extent that sound simply wouldn't carry as far. This would effectively give your character the ability to stealthily move with less chance of being heard, but your own hearing would also be compromised by the pressure drop.





Prey

Genre: Action Platforms: PC | 360 Release date: 2006

Long time 'in incubation', Prey finally tells the story of Tommy, a Cherokee mechanic, and his suddenly changed life when aliens start to abduct things and awaken spiritual powers in him. Abducted along with his people, he sets out to save himself, the obligatory girlfriend and eventually his planet. Serious and dark, supposedly based on authentic Cherokee mythology with themes of sacrifice, love and responsibility, the story dives into emotional territory not yet

explored by similar games. The game takes place within a living ship, a giant entity that can sense and react to the player's presence. Built on a much enhanced Doom 3 engine, new portal technology adds a new dimension to the game-play — enemies can appear out of thin air and create new and original puzzles on the fly. Spirit Walking, Wall Walking and Deathwalk are all three new gameplay elements that, aside from being seen in videos, have yet to be really elaborated on. Multiplayer will supposedly take advantage of the technology and gameplay advances in Prey, letting players pop through dimensional portals, shoot through Escher-like mirror configurations of the 4th dimension, as well as walk on walls.

Sid Meier's Railroads!

Genre: Management Platform: PC

Release date: October 2006

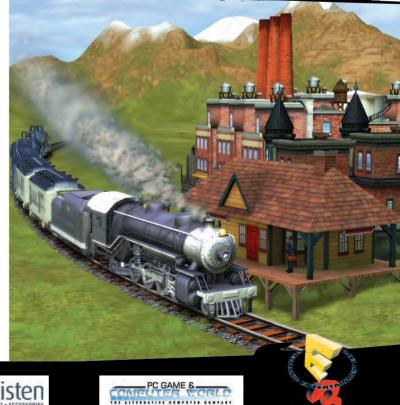
Rumour has it that Sid went to Germany, saw the world's biggest train set on a table, and got inspired to remake his own classic game. There have been a lot of games from Sid Meier that can be considered classic, so you'd be forgiven if you've never heard of Railroads!, a simulation of all things trains. The game involves managing your train empire against competitors as you connect cities and ship goods around for a profit.

Trains have never been extremely popular, though they feature heavily in some transport management games like Locomotion. Unlike that title, though, the Railroads! remake uses slightly more modern technology. The engine used to power Civilization IV brings a new sense of scale and life to the game and players will be amused by many

small animations and touches that add depth to the world. Veterans of the original will discover that things such as track-building have been made much easier. But since this is a real-time game, the pressure is on to build and maintain a profitable railway business.

When the action of the real gaming world gets too much, players can switch to the table mode. Here a train can be built without the pressure of overheads and competitors. It's a nice extra touch for people who really enjoy trains and train sets, and makes for a fun diversion to the game's more serious economic demands.

Sid Meier seems to have taken care that not everything baring his name today is just a slapped-together sequel. There's still a lack of good train-related games on the market and anyone who enjoys transport management games enjoy working with the railroads. Fittingly, Railroads! is hoping to bring that strange magic to fans again.









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Super Smash Bros. Brawl

Genre: Brawler Platform: Wii Release date: TBA

fighting various staple favourites from the Nintendo universe, is it so odd to see Solid Snake of Metal Gear Solid fame? No joke, Solid Snake along with Zero Suit Samus, Wario and other arbitrary characters form the battle roster for Su-Super Smash Bros. franchise, very little is known about Brawl at this point other than it will use the Wii remote in some interesting new way. Other favourites such as Meta Knight from the Kirby series and Pit from Kid Icarus are included in the new line-up. Screenshots and videos confirm that the characters have all been given an overhaul both graphically and in their animations. New tongue-in-cheek power-ups even include the Nintendogs power-up — a menacing device that brings a huge Nintendog right up to the screen, blocking the battle with its cute puppy activities. A host of new options, weapons and power-ups are sure to be included if the previous games in the series are any indication.

















Super Mario Galaxy

Genre: Platformer Platform: Wii Release date: TBA

While not the Mario 128 that Miyamoto promised Nintendo fans, Super Mario Galaxy still managed to turn heads and hearts at E3 this year—the first exclusive Mario title for the Nintendo Wii. Super Mario Galaxy, by the Mario Sunshine team, takes Mario into the sky—a universe themed very much around the art direction of The Little Prince. Tiny planets with gravity have Mario running in all directions, catapulting from one heavily body to the next. Looking more like Mario 64 in terms of innovation and longevity, combined with the Sunshine graphical style, Galaxy will see Mario on his biggest adventure yet. The Wii controller makes controlling Mario in

all directions 'easy', according to select people at E3 who got to play a version of the game. A host of new moves, enemies and a slew of returning favourites expand Super Mario Galaxy into the proper flight of fancy through the imagination that has made the serious so highly successful with both children and adults. The new 'in space' setting lets Mario achieve jumps previously impossible, and in a universe where a man's worth is defined by the height of his jump, this can only be a good thing.







The Legend of Zelda: Twilight Princess

Genre: Adventure Platforms: Wii | GCN Release date: 2006

In this GameCube and Wii long-time-coming Zelda, Link travels to the Twilight Realm where he transforms into a wolf and must scour the land. Help comes in the form of an odd girl named Midna who rides atop Wolf-Link, forming a part of the new feral combat system. While

not in the Twilight Realm, Link remains a trusted green garbed character who will interact with strange inhabitants, characters and quests. Players will get to ride into battle against troops of foul creatures, a new horseback combat system gives us the glory of horseback and combat in one package, and massive 'that must be seen to be believed' bosses round off the laundry list of features quite nicely. This new adventure for Link will contain many puzzles, weapons and items spread across the vast land of Hyrule and the Twilight Realm, while the Wii version has a few special tricks up its gyroscoping remote sleeves.

Star Fox (working title)

Genre: Action Platform: DS

Release date: August 2006

Back in the heyday of the Super Nintendo, Star Fox blew the minds of gamers with sleek 3D visuals, made possible thanks to one SuperFX chip that was included on the cartridge. The much anticipated sequel, Star Fox 2, was scrapped to make way for the Nintendo 64 version — a much inferior attempt. The ROM dump of the incomplete Star Fox 2 hit the Internet, and fans clamoured to have it completed, only to have Nintendo turn a deaf ear. Or so it would seem. Star Fox for the Nintendo DS is, in every pixel, the unfinished Star Fox 2 - but finished. Star Fox DS (tentative title), brings a whole new strategic element to the series. The commander's view lets players draw a route on the touch screen, the route they and their team-mates will take. Players battle enemies, take over bases



and strategically advance across the map. The Arwing fighter can now also transform into a walker for planet assaults. Players will also be able to battle their friends, up to eight of them, over a local wireless connection. Alternatively, players will also be able to go online and take on up to four players from anywhere around the world.













Alone in the Dark

Genre: Horror Platforms: PC | 360 | PS3 Release date: Q4 2006

This new Alone in the Dark - set to bring the series back from the hole in which Alone in the Dark: The New Nightmare left it - has a very unique approach to the usual way a game plays out. This time around, the game won't follow the typical ten hour game based on film-style scripts and structures, but will instead be presented in a distinct, episodic manner. The game is split into season-style episodes, taking inspiration from the presentation style and structure of acclaimed and popular TV action dramas: "Our new format for Alone in the Dark greatly enhances the pace and tension, keeping players permanently hooked into the engrossing story surrounding

the mysteries of Central Park and beyond." said David Nadal, Game Director, Eden Games, "You barely have time to breathe before the next cliffhanger hits you..." With approximately 30-40 minutes of gameplay per episode, the structure of Alone in the Dark is adapted for an audience familiar with the hard-hitting bite-size delivery of contemporary TV dramas, offering easy accessibility whether the player has hours to devote or only wants a quick TV-style fix. Each time the player returns, the episode will begin with a video summary of the previous episode to quickly re-immerse the player in the story, removing the need to remember where they were or what they were doing. Every episode will close with a nail-biting cliff-hanger ending to rattle players' nerves, and if the player is leaving the game, a video teaser of the next episode will play to leave them wanting more.



Battlezone

Genre: Action Platform: PSP Release date: Q3 2006

Atari has decided to resurrect an old nugget from its namesake's catalogue. Battlezone has resurfaced a few times in the past, but the PSP version aims to be a faithful adaptation of the original. Set in the far future, the Earth is a place devastated by war, so everyone keeps fighting. But the plot is a fleeting moment in a game that is all about arena combat with tricked-out hover tanks. With eight different craft to choose

from, all of which are apparently familiar to original Battlezone players, various weapons and upgrades can be added for the ultimate fighting craft. Then it's out to the battlefield to fight.

Wireless allows for multiplayer battles for up to four players in several different multiplayer modes. These include familiars such as Capture The Flag and Deathmatch, plus a few surprises, though only a selection of modes was demonstrated. At this stage Battlezone looks a bit unpolished, but the controls and action are both fairly solid. Since it's only due later this year, Atari still has some time to get the kinks out of an otherwise promising shooter.

HOT PXL

Genre: Puzzle Platform: PSP

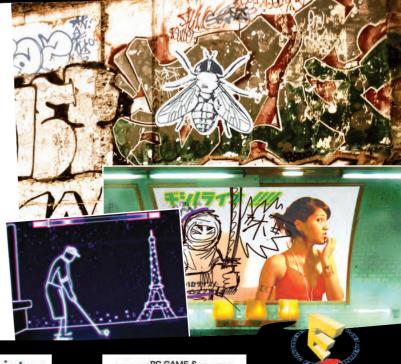
Release date: December 2006

Here's a dilemma you can face as a publisher.

Another company came up with a great concept
— say, mini-games on the touch screen of the
DS — that is proving to be very popular. But at
the same time it would be hard to make a game
similar to it and not look like a clone. How do
you go about saving face and cashing in on a
popular trend?

Atari approached this with some streetsmarts, or at least a game that bathes in a modern art style that seems designed to cater to an urban generation. It might sound like a press release, but that's the best way to describe HOT PXL. It's the kind of game that you'll find either alluring or pretentious.

Regardless, it is aimed at mini-game fans and this is a market that always asks for more. While Warioware has done a great job delivering the puzzles, other titles have also gotten innovative with quick reflex games on the DS (Brain Age being the most cerebral yet). HOT PXL will boast over 200 games, including classics from the Atari back catalogue. Many of the mini-games were designed by design firms, so the style and concept feel quite abstract and creative. But this could just be window dressing and closer scrutiny will reveal if mini-game fans have something to be excited about. Extra features such as downloading extra content and games will certainly extend the game's appeal, but it hasn't shown enough of what it has to offer.









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Supreme Commander

Genre: Strategy Platform: PC Release date: TBA

The spiritual successor to Total Annihilation finally showed its face at E3, and came off no less than stunning. Fans of the original game are definitely excited about the prospect, but strategy buffs in general should look forward to Gas Powered's innovative game. It's not as if Supreme Commander rewrites the RTS books, but it brings a whole new idea of scale to the genre, not to mention a few tricks of its own.

While the developer promises a very scalable engine, you might want to upgrade to get the most out of this game. Thousands of units are supported on maps that can get as large as 6,400km² – that's huge. In order to wield such large numbers, micro-management has been simplified and adjusted. Units with the same destination point will adjust their speed to make a coordinated attack. Waypoints can be set and changed in real-time. Transporters moving between the battlefield and your base can be automated. Gas Powered even added proper dual screen support which won't only allow for two views of the battlefield, but also to change the interface suitably. It's a small touch, but one some gamers are bound to love.

Supreme Commander is a huge game with huge scope. Unit sizes vary and there are some massive ones — though they cost a lot to manufacture. It appears that the creativity and excitement of Total Annihilation will live on and perhaps finally get the recognition it deserves.













Destroy All Humans! 2

Genre: Action Platform: PS2 | 360 Release date: Q3 2006

The first Destroy All Humans, despite lacklustre takings, was an acclaimed hit with most who played it. This time around, the irreverent science-fiction takes to the swinging sixties with all-new features, expanded open-world gameplay and cooperative multiplayer. The anxious and Nixon-like alien Crypto returns to take on the world of free love, the Cold War and other 60's clichés. This time around it's not just

the 70s government Crypto is up against, but secret agents, giant creatures, Soviet Forces and ninja warriors. Players will have total freedom to destroy anything and manipulate everything in the game world. The new cooperative multiplayer mode lets you team up with another player and Destroy All Humans together via split screen. The entire single-player game can be played cooperatively, as well as special two-player mini-games such as PK Tennis and more. New weapons, mental abilities and upgrades let Crypto take on the world more easily with the all-new Meteor Strike and Dislocator. Hopefully the humour from the first game will return as well.











Titan Ouest

Genre: Action Platform: PC Release date: July 2006

The action RPG genre is alive and kicking. While Diablo still somehow manages to remain the freshest example for some commentators, there has been plenty to choose from. Highly notable releases from the past few years include Sacred and Dungeon Siege, plus there are plenty of similar titles that have been announced at this year's and previous E3s. But there's nothing wrong with that: if anything, gamers have shown their eagerness to clobber hordes of monsters for items and ability points.

Titan Quest isn't very different in terms of the nuts and bolts of the Action RPG. Players don't specify their hero's attributes from the start, instead selecting abilities as the game progresses. But experience points are still used to upgrade

and add new abilities, while increasingly more powerful items fall at your hero's feet as he kills something. Incidentally, what you see is what you get, so a skeleton brandishing a nice sword will drop that specific sword.

Titan Quest is based in Greek mythology, a popular setting since even before Kratos arrived on the scene, and looks beautiful. Even if the game does use a lot of ideas from its peers, it remains visually distinct. There are some new ideas, such as a spawn system that drops in monsters according to your party strength and abilities. But other than that Titan Quest appears to be a standard Action RPG, though a great-looking one. That's not a bad thing - few fans want radical changes to the genre and would rather look forward to stomping ancient monsters over 24 levels. The final game will also ship with multiplayer and mod support, so it's definitely trying to strike the right chord with fans.

Broken Sword — Angel of Death

Genre: Adventure
Platform: PC
Release date: September 2006

The famed adventure series keeps living on, despite calls that the genre has gone the way of the Dodo. That is obviously not true, with quite a selection of traditional adventure titles (or so-called Quest games) looming on the market. The pinnacle of the current breed remains Broken Sword, the interesting conspiracy-heavy story that intrigued gamers when it was first released in the mid-nineties. The first two titles used 2D

animation that looked great, while the third made a successful transition into 3D. In fact, while there have been games to break this specific mould (Grim Fandango), Broken Sword made it popular and proved that adventure titles could work well in 3D.

The plot for Angel of Death is still very vague, but you can expect a return of our favourite detectives embroiled in yet another ancient conspiracy. George Stobbart falls in love with a woman who then mysteriously disappears. He soon ties this to an ancient manuscript and a battle between shadowy groups trying to seize power. The fourth game will move the interface back to a point-and-

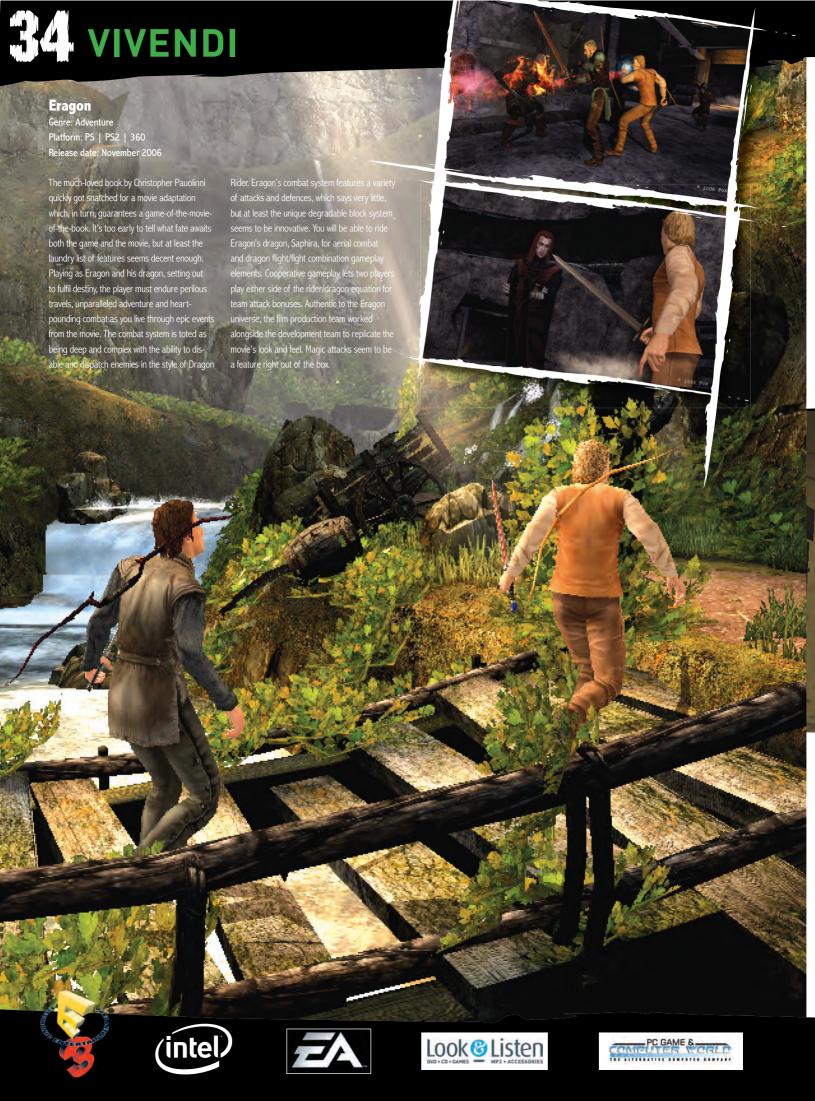
click system, relieving for players who were annoyed at moving the characters around with the keyboard. Whether that'll mean the end of the innovative action sequences seen in Sleeping Dragon remains to be seen, though we really hope not. The developer is holding this one close to its chest, though obvious improvements such as the visual style are already apparent. One of the aspects that diluted Sleeping Dragon's appeal was the need to develop for multiple platforms. It looks like Angel of Death will be made for the PC only, initially, which will let the developer spend more time on the specifics of what makes Broken Sword great.











World in Conflict

Genre: Tactical Platform: PC Release date: 2007

The folks that brought you Ground Control have turned their eyes on the alternative history of a Cold War gone wrong. When the Soviet Union realised it was about to collapse in 1989, it did the only logical thing: throw everything at the evil capitalist empire of the US. This caught the Yanks by surprise and suddenly the Reds were in the land of the free, making life harder for everyone. The plot might sound like a nightmare used to put Joe McCarthy to sleep, but it's also a great premise for this new RTS title. Alternative Cold War histories are not new to games, yet World in Conflict brings a new angle to the concept.

The armoury used in the game will represent

weapons and vehicles that either existed or were being developed or proposed in 1989. We're not sure if that includes Reagan's Star Wars programme, but judging from early code, huge nuclear explosions are definitely part and parcel. Players will be able to assume the role of US or Russian forces (it's not apparent if there is any third faction).

Being of the school that spawned Ground Control. World in Conflict won't be a traditional RTS where units are churned out of buildings. A commander's strength lies in what he or she specialises, so while players will be able to deploy any type of unit, if they specialise in naval ones they get a big discount for deployment. In multiplayer, team-mates can assume the various roles provided by the game, allowing for specific attention to certain tactics on the battlefield. It's still early days for this ambitious and impres-

sive-looking strategy title. The Ground Control series brought a side to RTS that made it more accessible when compared to the swarming techniques of traditional RTS games, Will World in Conflict have the same effect? Hopefully. In the meantime, it looks absolutely gorgeous - the kind of game where you want someone to drop





Platforms: PC | PS2 | 360 Release date: Spring 2006

Tony Montana is back! Actually, he never went anywhere. While some readers might not even recall the spiritual sequel Carlito's Way, even fewer will remember the violent saga Scarface, though "Say hello to my little friend" is movie history. At the end of Scarface, Montana meets his unfortunate but poetic doom as a crook shoots him in the back — a final tragedy in the bloody tale of revenge. But in the game Tony gets around this stumbling block and lives to fight another day.

So what would happen if Montana didn't take it in the heart? According to Scarface the game, he went on to create a criminal empire. That basically translates into a free-roam game that

has GTA written all over it. Last year the game lacked promise and felt like a movie cash-in. But the developers have polished the game significantly, moving it much closer to successful license epics like The Godfather. Without the burden of a specific plot (since Montana died in the movie), there was a lot more freedom on how to approach Miami in the early eighties. At this point the scale of the game isn't clear, but Scarface has the virtues of a new Vice City.

The question of scale and how in-depth the experience will be remains to be seen. Hopefully the developer isn't relying heavily on what is an old license and instead try to bring something additional to the burgeoning freeform genre. It remains to be seen if this happens, but at least the ideas seem to be in the right direction - players will be able to create their own mix tapes for those long drives, plus a driver and car can be summoned for a lift and backup in



The Legend of Spyro: **A New Beginning**

Genre: Platformer Platform: TBA

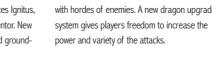
Release date: October 2006

"For the first time ever, The Legend of Spyro: A New Beginning will reveal the origin of one of the most popular videogame characters of all time," said Cindy Cook, Chief Strategy and Marketing Officer for Vivendi Games. "With an entirely new game design centred on action and combat, coupled with a deep storyline that comes to life through the tremendous talent of our voice-over actors, The Legend of Spyro: A New Beginning

will deliver an explosive and exciting cinematic gameplay experience that Spyro fans and gamers of all ages will love."

This new Spyro adventure will feature gameplay focused heavily on dynamic action and fast-paced combat, as well as following Spyro as he evolves into a living, breathing weapon of explosive destruction. Spyro's quest is to discover his roots and realise his destiny is amazing. Elijah Wood (Frodo Baggins in The Lord of the Rings Trilogy) is the new voice of Spyro, while David Spade voices Spyro's sidekick Sparx the dragonfly. Gary Oldman voices Ignitus, the Fire Dragon Elder and Spyro's mentor. New fury attacks, upgradeable breaths and ground-



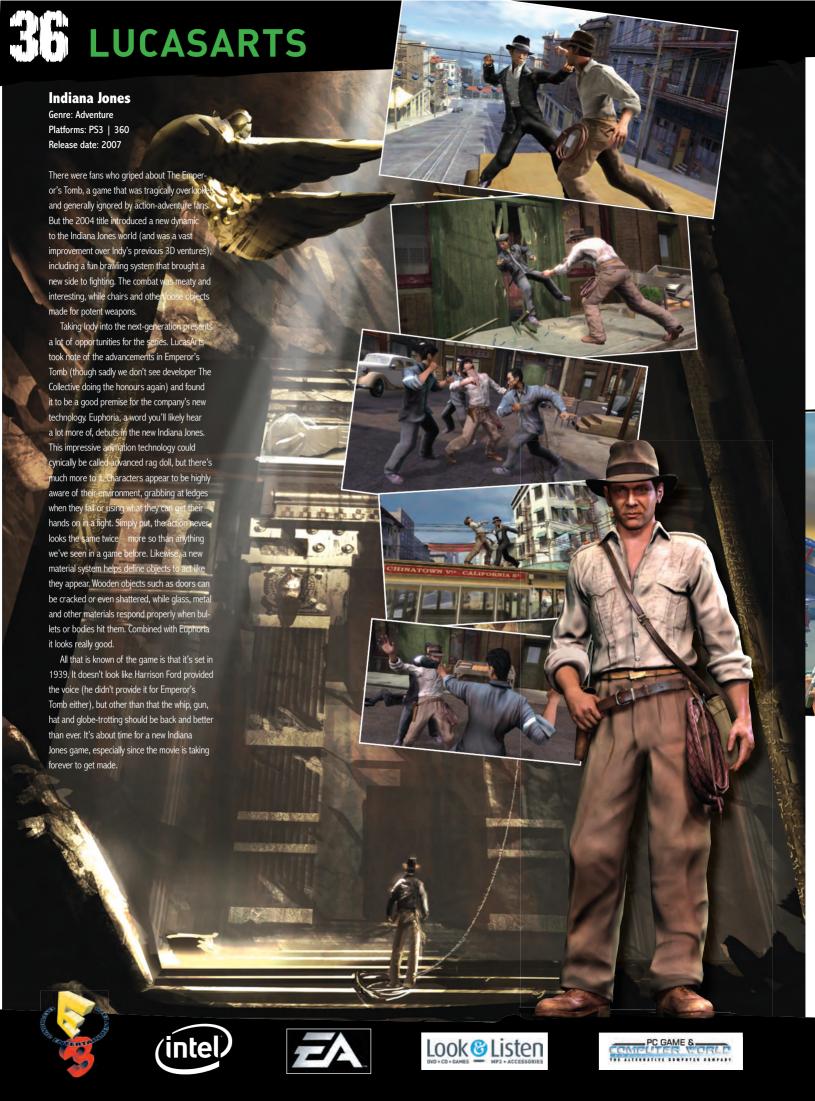












LEGO Star Wars II

Genre: Adventure
Platform: PC | PS2 | 360
Release date: November 2006

Everyone was surprised by LEGO Star Wars, a game that in its name alone already uses two license properties to make a point. But the tongue-in-cheek shenanigans, the unavoidable nostalgia of the plastic building blocks and the general presentation of it all made LEGO Star Wars a big and surprising hit. Backed by a neat and all-too-rare drop-in multiplayer feature, it was a great party game and one that appealed to a lot of gamers, new and old, thanks to its intuitive and simplistic nature.

So while Star Wars shouldn't be the centre of LucasArts anymore, a sequel to this gem was inevitable. Considering that fans of the movies weren't deterred by the first game using the

latest three movies as a basis, it can only be a boost that the original three movies will make for the background in the sequel. Over 12 levels extend to memorable events in the movies, including the run on the Death Star. The character roster numbers over 50, most of which need to be unlocked during the course of the game. As with the first, each character has a unique ability. Chewey can rip the arms off LEGO Storm Troopers. As an added touch here, character parts can be combined to create your own unique take on Star Wars. This isn't just cosmetic: some parts imbue your character with certain powers such as Darth Vader's dark side abilities. But it's still restricted to one ability per character.

Classic Star Wars vehicles can be built from parts collected in the game. Once finished, players can take these for a ride on any level that has the space for it and vehicles aren't on rails anymore. Basically there's little the developer can do wrong in this sequel.



Thrillville

Genre: Management
Platforms: PC | PSP | 360
Release date: Spring 2006

A year or so ago, maybe it was a bit longer, LucasArts swore it would diversify beyond the Star Wars license. This has become even more pertinent as the movies themselves wind down. With the long-term viability of Star Wars as a major merchandising force waning, it makes sense that the studio wants to embark on more original ventures. Thrillville is one such diversion, marking a rare journey for the publisher into the management realm. The point is to create a theme park and Thrillville has all the hallmarks of a theme park management title. Exciting rides and facilities that suck the money from patrons are the order of the day, along with the ability and need to see what your visitors think.

But instead of creating a detailed simulation, Thrillville leans more towards giving players a fun time while running their park.

The majority of money is made playing the various mini-games that players create while they build their parks. Depending on the attraction, the mini-game can be a simple puzzle or even a basic first-person shooter. It depends on what the stand offers to visitors. Money, in turn, buys new facilities, upgrades them and lets players change the look of sections in the park with 12 different themes. A multiplayer mode will let players take their parks up against other gamers.

It's not Star Wars and it's not an action title based on one of its current IPs. It looks like LucasArts was serious about expanding beyond its current laurels. Breathing new life into the popular but stunted theme park management genre sounds like a good place to start.

Empire At War Expansion: Forces of Corruption

Genre: Strategy Platform: PC Release date: August 2006

There seems to be a formula to successful RTS titles, one that requires three unique sides (Warcraft 3, Starcraft, etc). Forces of Corruption looks to add that missing third side, presenting a new unique point of view of the Galactic Civil War. For the first time ever, you get to play as an aspiring underworld figure. Corruption runs through you and drives your desire to be a criminal equal to Jabba the Hutt. New land-tactical options such as customisable, upgradeable bases and guerrilla warfare allow for new battlefield tactics. New fighting units for

all factions have been added: Rebel B-wings, Imperial TIE interceptors, Super Star Destroyers and more. New battlefield heroes include Luke Skywalker and Yoda, even Jabba the Hutt. The underworld side has a new Corruption methodology. Corrupting planets can influence galactic strategy for all factions, as well as earn money or other bonuses for the underworld, while slowing enemies' production times.

You can also move undetected across the galactic map through corrupted planets. Space battles come augmented with unique weaponry, including cloaking technology, buzz droids, cluster bombs, mines, shield leeching and jamming devices. Conquer 13 newly added planet maps (Bespin's Cloud City, Mustafar, Kamino, Utapau, Felucia, Mandalore and more), plus all 43 in the Empire at War core product.









Next Gen @

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PS2 PS3 PSP XB0X 360 GCN GB

Essential Facts:

"The videogame industry is entering a new era, an era where technology and creativity will fuse to produce some of the most stunning entertainment of the 21st century. Decades from now, cultural historians will look back at this time and say it [was] when the definition of entertainment changed forever." — Douglas Lowenstein, President, Entertainment Software Association

"Games are widely used as educational tools, not just for pilots, soldiers and surgeons, but also in schools and businesses... Games require players to construct hypotheses, solve problems, develop strategies, [and] learn the rules of the in-game world through trial and error. Gamers must also be able to juggle several different tasks, evaluate risks and make quick decisions... Playing games is, thus, an ideal form of preparation for the workplace of the 21st century, as some forward-thinking firms are already starting to realise." — The Economist, August 4, 2005

3D Space Invaders

Retro | Mob | 2006 | Square Enix

4th Battalion

Action | PC | 2006 | GFI

50 Cent PSP

Action | PSP | TBA | Vivendi

A.I.M. 2

Action | PC | 2006 | 1C Company



Ace Combat X: Skies of Deception Arcade | PSP | Q4 2006 | Namco Bandai

Ace Combat Zero: The Belkan War Arcade | PS2 | Q3 2006 | Namco Bandai

Adreline 2: Rush Hour

Racing | PC | 2006 | 1C Company

Age of Empires III: The WarChiefs Strategy | PC | Autumn 2006 | Microsoft

Age of Pirates - Captain Blood Action | PC | Q3 2006 | Playlogic

Age of Pirates: Caribbean Tales Adventure | PC | Q2 2006 | Playlogic



.hack//G.U. Vol.1: Rebirth RPG, Q3 2006, Namco Bandai The bit set if forters wide or amount TV series is

The hit sci-fi fantasy videogame and TV series is back to deliver an epic, immersive RPG experience on the PlayStation 2. What if your actions as a player in a game impacted your real world? What is reality? .hack has pursued this innovative concept in the previous 4-part series where 'The World' was ultimately destroyed. Years after the events of the first .hack series, 'The World' was rebuilt. The new G.U. series continues from this point.



Age of Conan - Hyborian Adventures

MMORPG, Q4 2006, Funcom

An Online Action RPG scheduled for the PC in the first half of 2006. A mix of a deep, story-driven single-player experience and a massive and brutal multiplayer end-game brings forth the ultimate representation of the Age of Conan. Now you can enter the brutal domain of the world's greatest fantasy hero. In Conan the players will encounter a dark, lush, violent and sinful universe, presented in fantastic graphics and stunning 7.1 surround audio.



PC PS2 PS3 PSP XB0X 360 GCN GBA DS WII

Aion

MMORPG, TBA, NCSoft

In Aion, players are divided between those who are 'The Chosen' and those who are 'The Fallen'. The Tower of Eternity exists as a gateway into the Abyss, and acts as a portal between dimensions. When a great evil opens the gateways, it awakens the Dragons imprisoned within the Abyss, who seek revenge on both worlds. It is here that an epic conflict begins, as you take your first steps on a journey to bring salvation to the world.



PC					

Alan Wake

Horror, TBA, Microsoft

Alan Wake is a psychological action thriller, a unique new take on the world of gaming. The game is set in an idyllic all-American small town and its surroundings in the state of Washington. Alan Wake, the game's protagonist, is a bestselling horror writer, who writes a novel about his darkest nightmares. In the game, those nightmares come true. As with Remedy's previous games, story and atmosphere are fundamental elements.



PC					

Archlord

MMORPG, Q3 2006, Codemasters

Do you have what it takes to become the one mighty ArchLord? Embark on your adventure to become the one mighty ruler of them all and take control of vast worlds, sprawling towns and cities or even control the world's horrific monsters to wreak havoc on your cowering enemies. For the first time ever you can rise to rule them all and with it the true destiny of Chantra is under your control...



PC PS2 PS3 PSP XBOX 360 GCN GBA DS WI

Army Of Two

Action, TBA, EA

When one man simply isn't enough — get two. That's the idea behind this action/tactical title where squads of two soldiers will be sent on dangerous missions supposedly in "... hotspots ripped from current day headlines." So it sounds like players will be involved in modern conflicts. One of Army Of Two's features will be seamless transfer between an Al team-mate and a real player, so co-op play is definitely part of the package.











B-Boy

Rhythm, September 2006, SCEE

Street culture is certainly hitting games. B-Boy will take players into the world of competition break-dancing. With over 800 motion-captured moves and an interesting system that allows players to battle in competitions, the point is to gather fame, cash and a crew — and to be the best break-dancer in the world. Authenticity is ensured with the involvement of prominent B-Boy celebrities, plus the soundtrack is bound to be pumping.



PC PS2 PS3

Big Brain Academy Puzzle, July 2006, Nintendo

Suddenly there isn't just one, but two brain training games on the DS. Brain Age is the better known, but Big Brain Academy is on its way to make all of us smarter than we are. It's not connected to Brain Age in any way, but takes a similar approach with creative and interesting puzzles. It will also support up to eight players on a single cartridge.

PC PS2 PS3 PSP XBOX 360 GCN GBA DS WII

Blue Dragon

RPG, TBA, Microsoft

Famed game producer Hironobu Sakaguchi of Mistwalker game studio and developer Artoon present the highly anticipated Xbox 360-exclusive Blue Dragon. Featuring the character design of Akira Toriyama, who designed Dragon Ball Z, and music by Nobuo Uematsu, the composer for Final Fantasy, Blue Dragon is an epic role-playing game centred on a young boy named Shu and several of his friends. These unlikely heroes possess miraculous strength and magical powers to control phantom shadows that mirror the actions of their masters.

PC PS2 PS3 PSP XBOX 360 GCN GBA DS WII

Bomberman Act Zero

Puzzle, Q3 2006, Konami

Bomberman is reborn with a new look and a new attitude for the next-generation. Deep within an experimental underground facility, humans are imprisoned as test subjects and trained to become soldiers. Equipped with armoured battle suits, the subjects must fight for survival and eliminate each other to determine who will become the Ultimate Human Weapon. As Bomberman your objective is simple: destroy your opponents before they destroy you.

PC PS2 PS3 PSP XBOX 360 GCN GBA DS WII

Call of Juarez

Action, September 2006, Ubisoft

Welcome back to the Wild West where real men slept on rocks, carried guns, ate beans and rarely bathed. This first-person shooter will put players in the shoes of Billy, an outlaw, and the reverend Ray, who is hunting him. Features include weapons authentic from the age plus a whole lot of Wild West-related activities like shooting a bow and getting into gunfights in the main street. Expect lots of horses as well.

PC PS2 PS3 PSP XB0X 360 GCN GBA DS WII

Castlevania: Portrait of Ruin

Action, Spring 2006, Konami

Castlevania: Portrait of Ruin gives the player control of two different characters. The pair - vampire hunter Jonathan Morris and Charlotte Orlean, a young girl with magical abilities

- must work to thwart a plan to resurrect Dracula's Castle and unleash a reign of evil upon the unsuspecting world, all within a new World War II setting.











Aggression: Europe 1914 Strategy | PC | 2006 | Buka

Anarchy Online - Lost Eden MMORPG | PC | TBA | Funcom

Ancient Wars - Sparta Strategy | PC | Q3 2006 | Playlogic

Anno 1701 Strategy | PC | TBA | Sunflowers

Ape Academy 2 Mini Games | PSP | Sep-06 | SCEE

Ape Escape Million Monkeys
Platformer | PS2 | TBA | SCEE

Aquastax

Puzzle | Mobile | 2006 | Infospace

Arthur and the Minimoys

Adventure | DS GBA PC PS2 PSP | 2nd half
2006 | Atari

ATV Offroad Fury
Racing | Mobile | 2006 | Glu

ATV Offroad Fury 4
Racing | PS2 | Sep-06 | SCEE

Ascension to the Throne Strategy | PS | 2006 | 1C Company

When someone usurps your family throne, a wizard sends you, the youngest of the Illiar, far beyond the borders with a powerful spell. Once there you start to build an army to take back what is yours. This translates into a turn-based strategy title with heavy RPG elements that boasts completely non-linear gameplay, a real-time game world for between battles and complete freedom to explore the world and gather resources, soldiers and other things that will help in his quest to become king again.













The average game player age is:



ATV Offroad Fury Pro

Racing | PSP | Oct-06 | SCEE

Back Attack

Puzzle | Mobile | 2006 | Infospace

Baten Kaitos Origins

RPG | GC | Sep-06 | Nintendo

Battle For Atlantis (working title)

Strategy | PC | 2006 | Play Ten

Battle Lord

RPG | PC | 2006 | 1C Company

Before Crisis - Final Fantasy VII

RPG | Mob | 2006 | Square Enix

Belief & Betraval

Adventure | PC | 2006 | dtp

Bionicle Heroes

Action | DS GBA GC PC PS2 | TBA | Eidos

Blades & Magic

MMORPG | Mobile | 2006 | Fishlabs

Bladestorm: The Hundred Years War

Action | PS3 | Nov-06 | KOEI

Blitz: The League

Sport | PS2 Xb | Winter 2005 | Midway

Blood Magic

RPG | PC | Q3 2006 | 1C Company



Bomberman

Puzzle | PSP | Autumn 2006 | Konami

BraveShot 2

Action | Mob | 2006 | Square Enix

Brooktown High: Senior Year

Simulation | PSP | Spring 2007 | Konami

Buzz! Junior: Jungle Party

Puzzle | PS2 | Q4 2006 | SCEE



ChromeHounds

Tactical, July 2006, Sega

ChromeHounds offers an intense, photorealistic look at war from the cockpits of colossal metal vehicles. These heavilyarmed weapons of war, called HOUNDS, dominate ground battles during warfare in the near-future. Squads of HOUNDs take to the field in international factions, cooperating with and complementing each other in terms of firepower, range of movement and abilities.





CivCity: Rome Management, July 2006, 2K Games

From the developer of Stronghold comes an ambitious city simulator. CivCity: Rome boasts that it will be the most accurate simulation of a Roman city yet, giving players the ability to develop the city from a small settlement into a highly evolved society. Build relations with other cities and create facilities that bring in trade, citizens and more power. A detailed graphical engine brings a lot of detail to the ancient world.

77	
273	
NO.	PSTL ver 3

		PSP			

Coded Arms Contagion

Action, 2007, Konami

Coded Arms was popular enough to warrant a seguel (though it's not billed as one). Players will soon head back into the FPS action that demands firepower and hacking abilities as a new cybernetic threat hits the streets. New weapons and enemies will add to the package, plus the popular multiplayer also returns. Graphically the game pushes the handheld much further, to the point that the early code at E3 was still very choppy and slow.



PC PS2 PS3 PSP XBOX 360 GCN GBA DS	

Crackdown

Freeform, 2006, Microsoft

Crackdown pushes the action-driving hybrid genre into the next-generation with the introduction of the first-ever truly 3D persistent playground, highly innovative co-op gameplay and an extensive prop interaction system, all while taking place in a massive and highly-stylised urban centre. Players are called to unleash explosive judicial oppression on the most powerful, organised crime syndicates in existence. Restitution is the only goal.









				DS	

Crash Boom Bang!

Mini Games, October 2006, Vivendi

A few years ago it was all the rage to take a popular game cartoon character and his friends and shunt them into carts. Since then the developers have tapped the current innovation level out of carting and the next Holy Grail has become the mini-game. So Crash, who also did the cart thing, is now heading into a game where players can select him or one of his cohorts and take part in over 40 multiplayer mini-games.



Dark Messiah of Might & Magic

Action, September 2006, Ubisoft

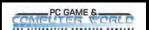
Discover a new breed of action game powered by an enhanced version of Valve's Half-Life 2 Source engine. Set in the Might & Magic universe, players will experience ferocious combat in a dark and immersive fantasy environment. Become an expert warrior, mage or assassin, using a vast array of devastating weapons, against huge and vicious creatures in a deep and captivating fantasy.











Dead or Alive: Xtreme 2

Combat, 2006, Tecmo

Get wet with Team Ninja's newest graphical masterpiece, the Xbox 360 exclusive Dead or Alive: Xtreme 2! All your favourite DOA girls are back and ready to battle it out in the tropical waters of Zack's Island. Race high-performance personal watercrafts, compete in assorted and alluring activities, sunbathe on white sand beaches, and go all-in at Zack's Casino. Choose your own adventure on Zack's Island and play at your own leisure in this non-linear, incredibly beautiful, sequel of life in paradise.



PC			360		

Dead Rising

Action, 2006, Capcom

Dead Rising follows the harrowing tale of our overzealous freelance photojournalist as he struggles to survive an endless stream of zombies. Players will have full reign of a realistic shopping centre, utilising anything they find to fight off the flesh-hungry mob and search for the truth behind the horrendous epidemic. The key word here is: Zombies.

PC PS2 PS3 PSP XBOX 360 GCN GBA	

Death Jr. - Root of Evil

Action, Q3 2006, Konami

The cutesy platform title is back. In the seguel, Death Jr. and his friend Pandora accidentally released a powerful evil spirit, which they then need to stop. Talk about creating your own opportunities. A lot of the first game's characters will return along with a whole host of new ones. With a DS game also on its way, it appears that Death Jr. is proving to be quite popular.

PC		PSP			

Def Jam Fight For NY: The Takeover

Combat, July 2006, EA

The Def Jam series heads for the PSP and brings the entire roster from all the former games along with it. There are also new characters to fight or fight with, plus new venues have been added while old ones have been updated. Playing as a prequel to the series, the game will feature the most improved combat system Def Jam has yet seen, including a new contextual move system for tough situations.

PC	PS2	PS3	PSP	XBOX	360	GCN	GBA	DS	WII
Desperate Housewives									

Adventure, Q3 2006, Buena Vista

How desperate are you to learn the sordid details of the wives who have the world gossiping? Apart from resurrecting Teri Hatcher's career, Desperate Housewives has proven so popular that a game in which you virtually play a tourist to the scene arrives. Players will assume the role of Mary Alice Young, the new housewife on the block. Through her eyes in this life simulation, players will hopefully experience firsthand the intrigue and scandal that made the show so popular.

PC					WII

Disaster: Day of Crisis

Action, TBA, Nintendo

Developed by Monolith, this Wii exclusive sounds very interesting, though little has been shown of it. In Day of Crisis, players assume the role of Ray, a man who has to make sure he gets out of a massive natural disaster alive. Features include highly realistic environments combined with cutting-edge physics. Considering the theme is man vs. disaster, the environment has to be very engrossing if Disaster hopes to work.













Camp Lazlo: Leaky Lake Games Adventure | GBA | Q3 2006 | Crave

Capcom Classics Collection Reloaded Retro | PSP | Q4 2006 | Capcom

Capcom Classics Collection Vol. 2 Retro | PS2 | Q4 2006 | Capcom

Capcom Classics Mini Mix Retro | GBA | Q3 2006 | Capcom

Capcom Puzzle World Puzzle | PSP | Q4 2006 | Capcom

Cartoon Network Racing Racing | DS PS2 | Oct-06 | The Game

Factory

Charlotte's Web

Adventure | DS GBA PC | TBA | Sega

Chase H.Q. 3D Arcade | Mob | TBA | Square Enix

Clubhouse Games Parlor | DS | Sep-06 | Nintendo

Chibi-Robo: Park Patrol Adventure | DS | TBA | Nintendo

The strange little robot that exists to serve and help the Sanderson family is back and going portable. This time Chibi-Robo is heading outside. The quirky platformer takes Chibi to the local park, where playground equipment has disappeared mysteriously and the flowers were all transformed by monsters. The game will expand on what Chibi can do, including driving and building playground equipment for the kids.











Age of game players:

31% under 18 vears 44% 18 - 49 years 25% 50+ years

Code Lyoko

Adventure | DS | Oct-06 | The Game Factory

Coded Arms Assault

Action | PS3 | 2007 | Konami



College Hoops 2K7

Sport | PS2 Xbox PS3 360 | Q3 2006 | 2K Games

Contact

Adventure | DS | Q4 2006 | Atlus

Creatures of the Deep

Sport | NG | TBA | Nokia

Crisis Core - Final Fantasy VII

RPG | PSP | TBA | Square Enix

Cryostasis: Sleep of Reason

Action | PC | TBA | Action Forms

Cubis

Puzzle | Mobile | 2006 | Infospace

Cue Academy

Sport | PS2 | TBA | Midas

Custom Robo Arena

Battle | DS | Q4 2006 | Nintendo

Dancing Stage SuperNOVA

Rythm | PS2 | Feb-07 | Konami

Dangerous Party

Party | 360 | 2006 | Hudson

Darkstar One

Action | PC | Aug-06 | CDV

Dave Mirra BMX Challenge

Sport | PSP | Oct-06 | Crave

Dawn of Mana

RPG | PS2 | TBA | Square Enix

Dead Head Fred

Action | PSP | 2006 | D3 Publisher

Death Jr. and the Science Fair of Doom

Action | DS | Q3 2006 | Konami



Disciples III

Strategy, TBA, Akella

Disciples III: Renaissance is the sequel to Disciples II: Dark Prophecy, the award-winning Heroic Fantasy Strategy/Role-Playing game. The player takes on the role of the Lord of one of the fantastic races of Nevendaar in their enduring struggle to establish the reign of their respective god over the world. Ripe with surprises and about-turns, the story of the world of Nevendaar is played against a sombre backdrop and shows a unique as well as stunning style that has players asking for more.



DK Bongo Blast

Rhythm, Q4 2006, Nintendo

Donkey Kong and his pals have gotten their mitts on some high-powered Barrel Jets - incredible engines that boost when struck by a pilot. By beating on the DK Bongo's controller, players can make their character swoop up, bank side-to-side and launch attacks on rivals. (The game can also be played using a Nintendo GameCube controller). Players challenge the Kremlings or up to three pals on five worlds, each boasting 3D aerial maps filled with countless obstacles and powerful items.



DOFUS

MMORPG, 2006, Ankama

DOFUS combines an original heroic-fantasy world, colourful 2D design and a fresh sense of humour. The game is a Tactical MMORPG - players evolve in a real-time universe, but when they fight against monsters or against other players, action is turn-based (with specific number of actions each turn). DOFUS: "Riders of the Dragoturkey" is the long-awaited extension to the MMO, with even more to explore and battle.



Dragon Ball Z: Budokai Tenkaichi 2

Combat, November 2006, Atari

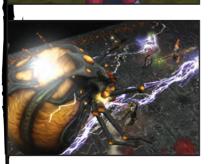
Dragon Ball Z: Budokai Tenkaichi 2 takes the acrobatic and intense 3D flying and fighting dynamic made popular in last year's blockbuster and takes it to a whole new level with exciting new features. Dragon Ball Z: Budokai Tenkaichi 2 combines lightning-fast fighting, light RPG and action gameplay elements to give players the power to engage in titanic battles with a staggering roster of over 100 DBZ heroes and villains.



Dragon Quest Swords: The Masked Queen and the Tower of Mirrors

RPG, TBA, Square Enix

Square Enix fans definitely know what you are talking about when you mention Dragon Quest. The series that predates Final Fantasy has had a lot of versions released in Japan, but the West has not seen the bulk of these. But the Dragon Quest Swords sequel has been announced for the Wii and will make at least a States-side appearance. In Swords, the open, turn-based RPG style is replaced with a linear, action-packed experience where you fight enemies in real-time.



Dungeon Siege II: Broken World

PSP

RPG, August 2006, 2K Games

It's another pseudo-sequel for the Dungeon Siege series. A semi-expansion, but likely to be stand-alone, Broken World starts where Dungeon Siege II ended. Players have to get their team together and take on the Dark Wizard and his nefarious plot. Minor changes, new enemies and basically more Dungeon Siege is the order of the day — definitely a way to waste time until DS 3 is announced.











Earthworm Jim

Platformer, TBA, Atari

Earthworm Jim remains true to its past while revelling in all the delights that today's technology and portable gaming advancements offer. The story unfolds through the gameplay situations Jim finds himself in, and through the characters he meets and environments he explores. Jim continues his fight against the Queen and her allies, while his love for Princess-What's-Her-Name grows, and his ever-lasting friendship with Peter Puppy is a key element in his life. Groovy.



El Matador

Action, 2006, Cenega

More South American-based action comes our way as El Matador takes a DEA agent to the continent to stop a drug cartel and also avenge the death of his father. It's a familiar plot and not likely to have a lot of surprises, but the focus is on the action and not the plot. While fighting the bad guys through a range of urban and jungle environments, players can also recruit extra firepower and give these NPCs orders.

PC PS2 PS3 PSP XB0X 360 GCN GBA	DS '	WII

Elebits

Adventure, 2007, Konami

This is the first title Konami announced for the Wii, perhaps showing its importance to the publisher. The Elebits do look a lot like Pikmin, but these creatures don't come from seeds. Instead, they are the things that power and change the world they live in. But the critters went on strike, so players have to use the Wii's nunchuk to hunt around for the elusive blue creatures and zap them back into function.

PC	PS2	PS3	PSP	XBOX	360	GCN	GBA	DS	WII
	200	200	000	WBOW	0.10	0.011	001		

Elite Beat Agents

Rhythm, Q4 2006, Nintendo

The public knows of government agencies like the FBI and CIA, but little is known of this super-secret agency. Code-named "Elite Beat Agents," these men in black are heroes' heroes and the coolest group of guys this world has ever known. Of course, according to official records they don't exist. Their job? Dispatching agents to those who cry for help! A rhythm game with a twist (position instead of directions or symbols).

			360		

Enchanted Arms

RPG, Q4 2006, Ubisoft

Embark on an epic RPG adventure and escape to a fantasy world filled with beautiful cinematic-quality graphics, unique characters and bizarre creatures. Take on the role of Atsuma, Enchanter in-training, and transform from a naïve student into the most powerful saviour in a war 1,000 years in the making. Immerse yourself in a deep storyline as you face increasingly difficult challenges and learn to master Atsuma's special fighting and magical abilities.

				XBOX	PSP			PC
Α	N GB	GCN	360	XBOX	PSP	PS3	PS2	PC

Every Extend Extra

Puzzle, Q3 2006, Buena Vista

Every Extend Extra is a unique 'puzzle shooter', brought to the PlayStation Portable by Q Entertainment, the creators of the critically acclaimed hit Lumines. Every Extend Extra delivers an addictive gameplay experience through a fusion of arcade-style shooting action, cutting-edge music and visuals. Players evade enemy attacks and then use perfect timing to blast their foes in a colourful display of explosive chain reactions. The bigger the chain reaction, the higher the score and the larger the rewards.











Death to Spies

Stealth | PC | 2006 | 1C Company

Dirge of Cerberus - Final Fantasy VII RPG | PS2 | Sep-06 | Square Enix

Disney Princess: Royal Adventure Adventure | GBA | Q3 2006 | Buena Vista

Disney's American Dragon: Attack of the Dark Dragon Action | DS GBA | Q3 2006 | Buena Vista

Disney's Chicken Little:

Ace in Action

Action | DS PS2 Wii | Q3 2006 | Buena

Disney's Kim Possible: **Global Gemini**

Adventure | DS | December 2006 | Buena

Disney's Kim Possible: What's the Switch?

Action | PS2 | Nov-06 | Buena Vista

Disney's Little Einsteins

Adventure | GBA | Q3 2006 | Buena Vista

Deep Labyrinth

RPG | DS | Q3 2006 | Atlus

Not only does it have the distinction of being the first FPS RPG on mobile phones, but Deep Labyrinth also wants its badge for the DS. It also boasts to be the first to use real-time first-person combat on the DS as a boy and his dog explores a mysterious castle full of monsters and treasures. The game has been completely redone to take advantage of the DS' dual screens. It sounds like a good old dungeon crawler - nothing wrong with that.

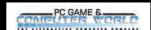














PC PS

PS3

У ХВО

60

GBA

WI

In 2005, 25% of gamers were over the age of



Disney's Meet the Robinsons

Action | DS GBA PS2 Wii | Q2 2007 | Buena Vista



Disney's The Little Mermaid: Ariel's Undersea Adventure

Adventure | DS | TBA | Buena Vista

DK: King of Swing DS (temporary name)

Platformer | DS | TBA | Nintendo

Dofus-Arena

MMOPVP | PC | 2006 | Ankama

Dragon Quest Heroes: Rocket Slime RPG | DS | Sep-06 | Square Enix

Drakensang: The Dark Eye

RPG | PC | 2006 | dtp

Dreamfall: The Longest JourneyAdventure | PC Xbox | Q4 2006 | Funcom

DS Air (temporary name) Action | DS | TBA | Nintendo

Dungeon Siege: Throne of Agony Action | PSP | Oct-06 | 2K Games

Dungeons & Dragons: Tactics

RPG | PSP | December 2006 | Atari

Action | PC | 2006 | Buka

Elevator Action 3D

Arcade | Mob | 2006 | Square Enix

Elveon

RPG | PC 360 | 2006 | 10tacle studios

Equestrian Challenge

Sport | PC PS2 | 2006 | Red Mile



Excite Truck Sport. TBA. Nintendo

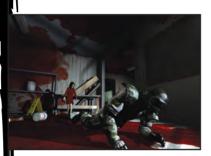
In the grand racing tradition of old NES über-hit Excitebike, get ready for a big-air experience like no other as players rocket their trucks across dynamically changing terrain. Remember tilting your arms while playing Excitebike trying to make your character land a huge jump? Well, that experience is finally not as daft with Excite Truck, where the truck itself will angle and tilt according to how the Wii remote is held.



EyeToy: Kinetic Combat

Exercise, TBA, SCEE

EyeToy: Kinetic redefined the home fitness market by transforming the PlayStation 2 into an interactive fitness system bringing personal fitness trainers and workout tools into the home. To ensure an unparalleled home fitness experience, the team at London Studio have applied their knowledge and skills gained from EyeToy: Kinetic to produce an even more sophisticated and refined fitness product.



F.E.A.R. Extraction Point

Action, PC, Q3 2006, Vivendi

F.E.A.R. Extraction Point kicks off where the original game ended — with a bang. The First Encounter Assault Recon Team (F.E.A.R.) returns to battle the now free Alma and her paranormal minions across a destroyed city. New locations, weaponry and enemies combine to take the F.E.A.R. franchise to new levels of action and suspense.



PC PS2 PS3 PSP XBOX 360 GCN GBA DS WI

Fable 2

 $RPG,\,TBA,\,Microsoft$

Fable 2 is the highly anticipated sequel to the best-selling Fable. Set 500 years after the original game, Fable 2 will offer even more choices and features, while building on the core gameplay theme of Fable where every choice continually defines who you become, allowing you to truly live the life you choose.



PC PS2 PS3 PSP XBOX 360 GCN GBA DS

Fatal Intertia

Action, November 2006, KOEI

This Unreal Engine 3 powered racer takes a different approach to the genre than other offerings. Putting players in the cockpits of high-speed hover racers, physics play a big role in how you control your steering. Getting really close to the surface will build up incredible speeds, but variations in the terrain affect how the craft handles. It leaves the field wide open to radically different racing styles — at least we hope it will.



Final Fantasy Crystal Chronicles: Ring of Fates

RPG, TBA, Square Enix

Crystal Chronicles failed to set the GameCube alight, but it could have if Nintendo didn't cryptically decide to replace the GameCube's controller with a linked GBA. Instead, the company is looking at fixing this on the Wii and DS. Ring of Fates is the handheld version and will support four-player multiplayer as well as a comprehensive single-player mode. Last year when the project was first mentioned, expansive online multiplayer came up. But this was absent from the event this year.

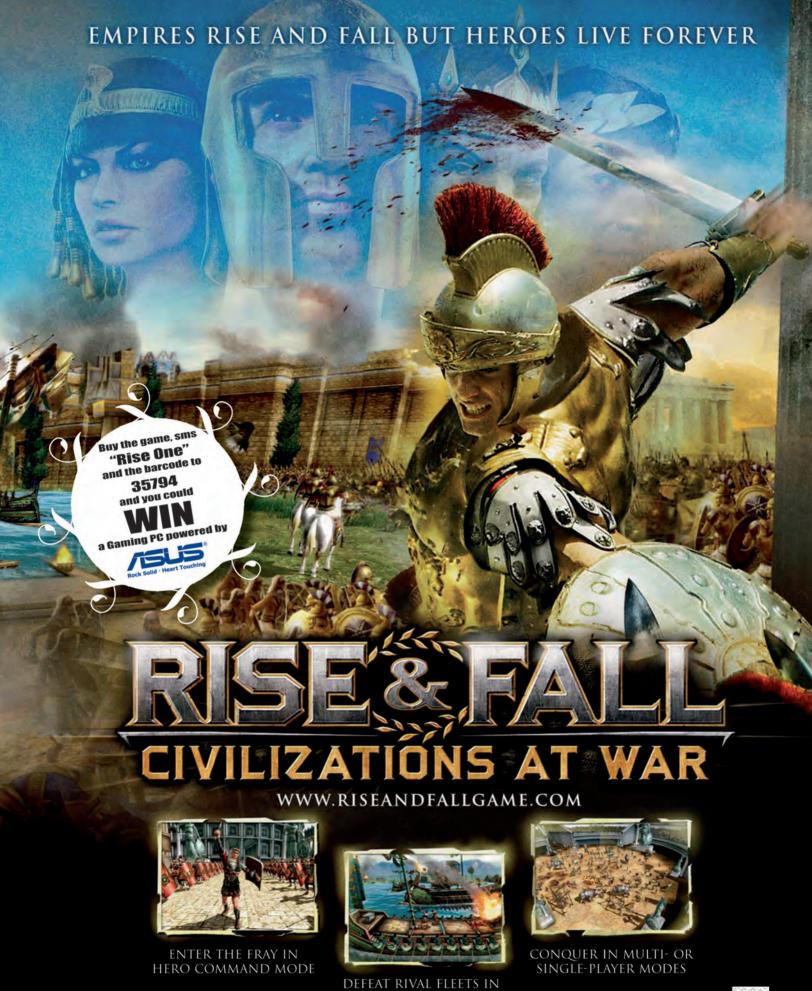






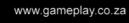






















DRAMATIC NAVAL BATTLES

Gender of Game Players:

62% male 38% female

Eureka Seven Vol. 1: The New Wave Action | PS2 | Q4 2006 | Namco Bandai

EVE Online: The Path to Kali MMORPG | PC | TBA | CCP

EverQuest II: The Fallen Dynasty MMORPG | PC | Jun-06 | Sony Online Entertainment

EverQuest II: Echoes of Faydwer MMORPG | PC | Nov-06 | Sony Online Entertainment

EyeToy: Play Sports Sport | PS2 | Q4 2006 | SCEE

Action | X360 | Q3 2006 | Vivendi



Far East of Eden: Manji Maru RPG | DS | 2006 | Hudson

Far East of Eden: Ziria RPG | 360 | 2006 | Hudson

Field Commander

Strategy | PSP | Jun-06 | Sony Online **Entertainment**



Field Ops Tactical | PC | 2006 | Freeze Interactive



Final Fantasy XI **Treasures of Aht Urhgan**

RPG. 2006. Square Enix

The game is heading for the 360 and PC, the two most connected gaming platforms in existence. So the aim to have thousands of players from across the world (millions, more likely) take part in missions, spread throughout more than 100 different areas, all with that RPG charm that has made Final Fantasy a phenomenon, will definitely be a big hit. The game is already at the top of a huge hype wave amongst 360 owners and it could help push the sales of the console through the roof.











Final Fantasy XIII

RPG, TBA, Square Enix

Not that much is apparent about the new Final Fantasy, except that it's not going to be the only FF XIII on the PlayStation 3. There's not enough space to detail the differences involved, but it does look like the overall series is taking a new and fresh approach that emphasizes scale and action more than the series had ever done before. As usual, it will be on the visual cutting-edge, though if the heavy reliance on CG will make space for more engine-driven sequences remains to be seen. Not likely, but even the in-game sections will look stunning.

PC	PS2	PS3	PSP	XBOX	360	GCN	GBA	DS	WII
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FlatOut 2

Racing, July 2006, Empire

Featuring an enhanced version of the original's lauded physics engine and even faster driving track designs, FlatOut 2 also boasts a plethora of improvements, enhancements and additions to make this the definitive FlatOut experience. Twice as many vehicles, a more sophisticated career mode, additional race environments, double the number of tracks and twice as many mini-games, along with brand-new and much requested online multiplayer modes, are just some of the exhaustive features that are included in FlatOut 2.

P.C	DCO	200	200	VDOV	0.40	0.011	001	
PC								

Flight Simulator X

Simulation, Q4 2006, Microsoft

Ever since Century of Flight, Microsoft has decided that more is better for this series. As such, Flight Simulator X will have a large array of craft and an even larger choice of environments to fly in. Graphically, the visuals are pushing the reality factor as well, with realistic glare and other effects that influence how pilots will navigate their virtual planes. Considering the leaps made in graphics and physics in recent games, Flight Simulator X is bound to maintain the crown of the simulation genre.

PC	PS2				

Forbidden Siren 2

Horror, 2006, SCEE

Welcome to Yamijima, a haunted island off the Japanese coast where the residents mysteriously disappeared over two decades ago during a strange power failure. The Siren formula of playing multiple characters and slowly figuring out the complete story — without dying of fright - still works very well, plus the developers sought to repair the drawbacks of the first title. Definitely one of the more abstract and innovative horror titles around, it's good to see the Siren series continue.

PC PS2 PS3 PSP XBOX 360 GCN GBA DS WII
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Forza Motorsport 2

Sport, December 2006, Microsoft

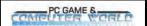
Forza became one of the highest rated racing games around, though the absence of the Xbox locally meant that most of us never heard of it. Still, a sequel is on its way with over 300 cars, including, for the first time, Lamborghini, boosted by the graphical fidelity and physical power of the 360. Unfortunately, no actual in-game footage has been shown at all, but considering the polished gem that Forza was, the sequel will definitely want to impress.











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Full Auto 2: Battlelines

Driving, TBA, Sega

Full Auto 2: Battlelines puts high-speed vehicles equipped with weapons and armour into fully realised and fully destructible urban street environments. Fierce combat-racing will ensue as you strategically use destruction to win races as well as leave massive devastation in your wake. Players can destroy the environment to dynamically change track conditions to block competitors, open new paths, or crush opponents with falling debris caused by well-timed missiles.



PC		PSP			

Gangs of London

Action, PSP, Q4 2006, SCEE

Dynamic storylines enable each player to experience his/her own unique progression in nearly 60 different missions that immerse gamers in an elite criminal underworld in modern day London. Complete with new gameplay modes, Gangs of London provides intense free-roaming gameplay perfectly tailored for a handheld system

	PC	PS2	PS3	PSP	XBOX	360			DS	WII
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Gears of War

Tactical, 2006, Microsoft

In this third-person tactical action/horror game, players live and breathe the role of Marcus Fenix. A disgraced former war hero, Marcus seeks personal redemption as he leads his fire team against an onslaught of merciless warrior fiends. Gamers immerse themselves in an experience so intensely emotional and gut-wrenching that playing will be like controlling a blockbuster action movie.

	PS3				

Genji 2 (working title)

Action, TBA, SCEE

Based on the PlayStation 2 game Genji, and set three years after the last chapter of Genkuro Yoshitsune's life, Genji 2 (working title) continues to expand on the historical accounts of feudal Japan. By doing so, Genji 2 unveils beautiful next-generation visuals and sword slashing gameplay as an exclusively developed title for the PlayStation 3. In gameplay, Genji 2 is presented as a 'traditional' action/adventure gaming experience and features more than double the amount of gameplay than its predecessor.

|--|

Ghost Rider

Action, Q4 2006, 2K Games

Okay, this is another spin-off of a big summer movie (Ghost Rider starring Nick Cage), but one big selling point is that Garth "Preacher, The Darkness" Ennis is helping with the plot. For the rest, expect an action/racing hybrid where former stunt rider Johnny Blaze was cheated out of his soul by the devil, turning him into some kind of biker demon that Marvel readers love. The game is being co-developed by an internal Marvel studio.

PC					

Glory of the Roman Empire

Strategy, July 2006, CDV

It's another ancient city builder where management players need to demonstrate their prowess in ensuring that all roads lead to Rome — or in this case the Roman Empire. With over eleven separate historically accurate cities used in over 30 missions, players will need to master the usual demands — social, financial and political — to grow their cities into strong and balanced societies that can withstand the challenges Rome experienced during its reign.











Final Fantasy Crystal Chronicles: Crystal Bearers

RPG | Wii | TBA | Square Enix

Final Fantasy III

RPG | DS | Sep-06 | Square Enix

Final Fantasy V Advance

RPG | GBA | 2006 | Square Enix

Final Fantasy VI

RPG | GBA | 2006 | Square Enix

Final Fantasy VI Advance

RPG | GBA | TBA | Square Enix

Final Fantasy XII

RPG | PS2 | 2006 | Square Enix

Formula One 06

Racing | PS2 PSP PS3 | 2006 | SCEE

Foster's Home for Imaginary Friends

Adventure | GBA | Q3 2006 | Crave

Freedom Wings

Arcade | DS | Jul-06 | Natsume

Galaga

Retro | Mobile | 2006 | Namco Networks

It seems today that all you see is violence in movies, and sex on TV. But, Where are those good of fashion values... That we used to rely? Lucky there's a Family Guy! Lucky, There's a man who, positively can do, all the things that make us... Laugh and cry! He's Our Fam-ily Guv~uvy! Yeah, it's a license game, but we love the Family Guy. Unfortunately The Simpsons and South Park hadn't had much luck in this area.













The average age of the most frequent game purchaser is:



Gallop Racer 3D

Sport | Mobile | 2006 | Tecmo

Garfield 2

Adventure | DS PC PS2 | Sep-06 | The Game Factory



Glukoza: ACTION!

Action | PC | 2006 | GFI

Golden Axe

Brawler | PS3 X360 | 2007 | Sega

Management | DS | 2007 | Konami

Gradius Collection

Action | PSP | Sep-06 | Konami

GT Prototype

Racing | PS3 | TBA | SCEE

Hammer Heads

Puzzle | PC | 2006 | PopCap

Hannah Montana

Adventure | DS | Q3 2006 | Buena Vista

Happy Feet

Adventure | DS GBA GC PC PS2 Wii | Nov-06 | Midway

Hard Rock Casino

Parlor | PS2 PSP | Oct-06 | Crave





God Hand

Combat, Q4 2006, Capcom

Jean, a lone traveller, gets his arm chopped off by a mercenary when he tries to save a girl from some danger. But he is soon united with the God Hand, an ancient relic from a powerful saviour millenniums ago. This gives Jean tremendous power — enough to save the world — but also brings all the bad guys out of the woodwork. Don't you just hate when that happens? Expect to send lots of bodies flying around with your new golden arm.













God of War II

Action, Q1 2007, SCEE

The story picks up where players last left off with Kratos. Sitting atop his throne on Olympus, Kratos, the once mortal warrior, has become a threat far worse than his predecessor Ares had ever been. Kratos is a ruthless God, whose wrath strikes down anyone who crosses his path or the path of his beloved Sparta. The 'Ghost of Sparta' sets out to alter that which no mortal or god has ever changed - his fate.

PC PS2 PS3 PSP XBOX 360 GCN GBA DS WII	PC PS2 PS3 PSP XBOX 360 GCN GBA DS
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Gods & Heroes: Rome Rising

MMORPG, Q3 2006, Sony Online Entertainment

There's a lot more to the collective human imagination than the fantasy realms inspired by Tolkien's writing. But MMO games seem intent, largely, to stick to the classics. A few are breaking the mould and Rome Rising isn't the first MMO working on ancient Rome as a playing field. But this one plans to mix fantasy elements from the Roman and Greek legends, so if hunting Gorgons and answering riddles from a monstrous sphinx sounds cool, Gods & Heroes should make for an interesting change to the status quo.

PC	PS2	PS3	PSP	XBOX	360	GCN	GBA	DS	WII

Gran Turismo HD

Racing, TBA, SCEE

The fifth Gran Turismo game is actually called Vision Gran Turismo. What was shown at E3 was actually Gran Turismo 4 with the visuals jacked up for a next-generation platform. But what we know is that players can hopefully expect realistic crash models as well as more of the cutting-edge arcade physics that made the GT series a fan favourite. Things are definitely going to look really smart (since when has a GT game not looked good), plus there are rumours of integrating the PS3 EyeToy camera into the game.

PC	PS2	PS3	XBOX	360	GCN	GBA	DS	WII

Grand Theft Auto IV

Freeform, 2007, Rockstar

What do we know about this? Nothing, except the exciting news that the game will be released on the 360 and PS3 simultaneously. It's always been an annoyance that the GTA series reached other platforms only after being on a Sony platform for a while. After San Andreas anything GTA has our attention again, plus the talk about supporting the game with additional content might make GTA IV the game that is impossible to finish. You'll be too busy doing something else in that vast game world.

|--|

GTA: Vice City Stories

Freeform, 2006, Rockstar

It's back to Vice City, still the most decadent entry into GTA's lore. Being a master criminal doesn't make more sense than in the coke-heavy and money-hungry eighties, especially in a place that reminds you of Miami Vice. Like Liberty City Stories, Vice City Stories will feature a new plot, new characters (plus a few familiar ones), new missions and a lot of new things to do. Meanwhile, Liberty City Stories will appear on the PS2 soon as well. Isn't this a great time to be a GTA fan?











GTR 2

Simulation, 2006, 10tackle studios

There isn't anything on the market that comes close to GTR's insane level of detail. This truly is what a driving simulation should be — down to steering feedback and calculating the rate at which tyres deteriorate. So GTR 2, which plans to push the visual and physical sense of the game even further, is definitely worth noting down if cars with more horsepower than sense appeal to you. The engine has been reworked to take full advantage of DirectX 9, meaning that the title will still scale back nicely for not-so-advanced rigs.



PC PS2 PS3 PSP XBOX 360 GCN GBA DS WII					
		PSP			

Guilty Gear Judgment

Combat, August 2006, Majesco

In Guilty Gear Judgment, players will be able to experience the fast paced, adrenaline fused, arcade fighting of Guilty Gear X2 Reload as well as delve into a new Guilty Gear gameplay experience, 'Boost Mode' which is a beat-'em-up, side-scrolling, action mode featuring 20 Guilty Gear characters. For the first time players will take their favourite Guilty Gear character and be able to battle, by themselves or with a friend via the PSP's wireless connectivity, hordes of aggressors and dole out their own personal brand of judgment.

PC PS2 PS3 PSP XB0X 360 GCN GBA DS WII	uggi cooc	n o ana a	oic out ti	icii oiiii j	oci soriai	Di alia oi	juaginen		
		PS2							

Guitar Hero 2

Rhythm, 2006, Red Octane

Veteran music videogame developer Harmonix Music Systems has been busy, in-studio, enriching this rock star experience with more features and multiplayer modes. In addition to the traditional head-to-head competition, Multiplayer Co-op Mode allows players to collaborate in order to beat songs, with each guitarist playing a separate guitar track. Available guitar tracks include lead, rhythm or bass tracks, depending on the song. The Guitar Hero SG Controller used in the first instalment will also be compatible with the new game.

PC	PS2				

Gun Club

Simulation, Q4 2006, Crave

After spending a lot of time defending the fact that shooting aliens doesn't make you a homicidal maniac, the NRA has entered the fray with its own title, but one that might actually help people understand the difference between the real thing and a handheld rail gun. Gun Club will have over 100 authentic weapons, all of which are used in non-violent training exercises. It hopes to be an accurate gun simulator, showing people the technical aspects behind using and mastering a firearm. Anyone who has ever fired a proper firearm will know the difference is huge.

	PC					360				
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Halo 3

Action, 2007, Microsoft

The epic saga continues with Halo 3, the hugely anticipated sequel to the highly successful and critically acclaimed Halo 2. In this third chapter of the Halo trilogy, Master Chief returns to finish the fight, bringing the epic conflict between the Covenant, the Flood and the entire human race to a dramatic, pulse-pounding climax.

	PS3				

Heavenly Sword

Action, 2006, SCEE

This PS3 launch title has been touted from the start, only this year we got a much better impression of where the game is heading. It's an action title that follows a lot of the methods recently seen in the larger genre (God of War and Genji come to mind). Visually awesome, the game uses a freestyle combat system, since lots of enemies come rushing towards the heroine and beatings are impressive and savage. It's bound to be one of the big launch titles for the console.











Hard To Be a God

RPG | PC | Q2 2007 | Akella

Heavy Duty

Action | PC | TBA | Akella

Heavy Weapon

Action | 360 | 2006 | PopCap

Homeland Security

Tactical | Mobile | 2006 | Amp'd Mobile

IGP

Racing | PS2 | Q3 2006 | Namco Bandai

Jagged Alliance 3D

Tactical | PC | 2006 | GFI

Jagged Farm: Birth of a Hero

Strategy | PC | 2006 | GFI

Joint Task Force

Tactical | PC | Q3 2006 | Vivendi



Hard Truck Apocalypse: Rise of Clans

RPG | PC | 2006 | Buka

Remember that part in Road Warrior where Mel Gibson has to tear ass through bandits with a trailer full of gasoline? Well, this is an entire game on that concept: in a post-apocalyptic wasteland you take on the job of getting supplies through to the various settlements. This involves blowing up a lot of guys who are eager to get at your cargo. Arm yourself to the teeth and keep on truckin'.











The average number of years adult gamers have been playing computer or videogames:



L.A. Rush

Racing | PSP | Q4 2006 | Midway

Lara Croft's Poker Party

Parlor | Mob | Jun-06 | Eidos

Le Mans 2006

Racing | Mobile | 2006 | Infospace

Legend of the Dragon

Action | PS2 PSP DS | 2006 | The Game Factory

Lunar Knights

RPG | DS | Q4 2006 | Konami



Madden NFL 07

Sport | DS GC PC PS2 PSP X360 Xbox GBA PS3 Wii | TBA | EA

Magical Vacation (temporary name)

Adventure | DS | Q4 2006 | Nintendo

Mario Hoops 3-on-3

Sport | DS | Sep-06 | Nintendo

Mario vs. Donkey Kong 2: March of the Minis

Platformer | DS | Sep-06 | Nintendo

Mega Man Battle Network 6

Action | GBA | Jun-06 | Capcom

Mega Man ZX

Action | DS | Q3 2006 | Capcom





Heavy Rain

Adventure, TBA, Quantic Dream

Not a lot is known about this game. In fact, all that has been shown was a brief trailer not giving much away. But the big reason why this game should be kept in viewing distance is that Quantic Dream's previous game was the controversial Fahrenheit (Project Indigo). With Heavy Rain the developer plans to take the theme of a cinematic experience for the player to a new level — and it has the next-generation power to do it. Hopefully the rest of the world will learn what some realised when they played Fahrenheit.



Hellboy

Action, 2007, Konami

Hellboy had a boost in popularity since the movie became a big hit last year. Now Mike Mignola's comic is also getting a game that hopes to take us into the dark underworld where the stone-handed devil and his team must fight the creatures of the dark. It's unclear what the game is based on, but by the looks of it the comic materials have the most influence on this project. Heading towards current and next-generation platforms, it will take a while before more about the game and what we can expect will be made known.

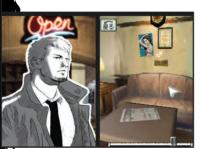
PC							
Hero	es of	Anni	hilate	ed En	pire	S	

RPG, September 2006, CDV

For every reason, this is an RTS. There are six races to choose from and build a massive army out of. Then it's onwards to fight for control of the fantasy realm ahead of you. But the big change is that the RPG side, something that has surfaced in hero units over various RTS titles, is far more involved. Heroes of Annihilated Empires puts a lot of focus on your hero character, which you start with as a normal man and build into the leader of a powerful army.











Hitman: Blood Money

Stealth, July 2006, Eidos

Agent 47 is back — again. We've written that phrase a lot. Now with his fourth title, the assassin with the bald head is in the US and lying low while someone is killing agents at the agency he's affiliated with. With problems at home, our man takes to doing some freelance work. Blood Money will reward players accordingly if they execute clean and precise hits. The more problems, the more it will cost to clean a mess and shut people up. Alternatively, the cash can go towards weapon upgrades and other goodies to make a hired killer's life easier — and his victims' shorter.

				DS	

Hotel Dusk: Room 215

Adventure, Q4 2006, Nintendo

The Japanese market loves games that are story-driven and involve some form of logical approach. For instance, courtroom battles are a popular theme for this style of adventure. The DS's touchpad has brought a new dimension to the genre and as such more of these are appearing in the West. In Hotel Dusk players have to help Kyle Hyde, an ex-cop looking for his friend who has disappeared. If point-and-tap sleuthing sounds like your kind of thing, this and other games like it will soon appear in your DS collection.

PC					

Huxley

MMOFPS, 2006, WEBZEN Inc.

Huxley is a massively multiplayer online first-person shooting game (MMOFPS) developed by the H-Studio of global online entertainment company, WEBZEN Inc. Huxley takes place in a post-apocalyptic world where human beings have mutated and are divided into two opposing races, Sapiens and Alternative. At the centre of the battle for survival is Lunarites, a promising new energy source that both sides seek to obtain.



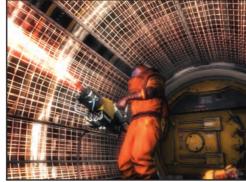




Infernal

Action, Q3 2006, Playlogic

The bad news is that your lead character has the retarded name of Dark Eaville. The good news is that you are an agent of evil. It's nice to be good, but it's great to be bad. As Hell's number one secret agent, Dark goes around the world, using high-tech weapons and his own infernal powers to sway everything to the side of evil and ultimately cause the Apocalypse. Since games are always about saving the world, maybe a chance to end it will be refreshing.



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Insaniquarium Deluxe

Puzzle, 2006, Glu

If you've played the original Popcap game, you need no introduction. Players are put in charge of an aquarium — the point being to collect enough coins to buy egg pieces and move to the next level. Your fish drop these coins when you feed them. But then snails arrive to eat your coins and bigger fish want to eat your fish. Since it's an aquarium, you have to wonder where they come from, but it's not important. The trick is to balance the events in the aquarium to get those coins — and it's as tough as it is addictive.

	9				•				
	PS2	PS3	PSP	XBOX	360	GCN	GBA	DS	WII

Killzone: Liberation

Tactical, Q4 2006, SCEE

In a direct sequel to the first game, Killzone arrives on the PSP in a new format. The actionorientated gameplay makes place for a more tactical approach and a third-person, top-down camera. Once again taking the role of Jan Templar, players head to Southern Vekta where the Hellghast general Metrac has been piling up the human rights abuses. Clearly Jan doesn't intend to drag him in front of a tribunal.

PC					

Left Behind: Eternal Forces

Strategy, 2006, LEft Behind Games

The popular Christian novel series is turned into a game. The rapture has happened and those left behind have to survive against the reign of Hell's forces. This is placed into a battle between the angelic Tribulation Forces and the bad guys from the Global Community Peacekeepers. The single-player campaign will involve a lot of events from the books, plus multiplayer RTS action is part of the package. It sounds quite different and so far the design looks pretty solid. Maybe Left Behind is the break Christian games have been looking for in the industry.

PC	PS2				

Liquidator

Action, 2006, Reef Entertainment

In the far future, the nations of Earth sort out their differences and head spaceward. Soon, with the advent of teleportation technology, three colonies are established. But when these are invaded by aliens, players have to head to the three distinctly different worlds and destroy the fuel dumps that would allow the aliens teleportation access to earth. In other words, it's another excuse to kick ass and take names amongst alien monsters. Sounds good to us.

PC	PS2	PS3	PSP	XBOX	360	GCN	GBA	DS	WII

LocoRoco

Platformer, July 2006, SCEE

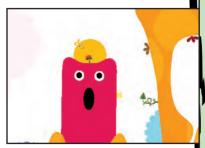
The peaceful world of the LocoRoco is under attack by the not-so-nice Moja Corps. These evil outer space creatures want nothing but to capture the blissful LocoRoco and take them from their land of blowing flowers, lively creatures and pastel scenery. As the planet that the LocoRoco inhabit, players must tilt, roll and bounce the LocoRoco to safety.











Megatouch Mobile Arcade

Arcade | Mob | 2006 | Square Enix

Metal Slug

Platformer | GBA | Q4 2006 | SNK

Metal Slug Anthology

Retro | PSP Wii | 2006 | SNK

Meteos: Disney Edition

Puzzle | DS | Q3 2006 | Buena Vista

Milon's Star Paradise

Puzzle | DS | 2006 | Hudson

Miss Spider - Sunny Patch Friends: Harvest Time

Platformer | DS | 2006 | The Games Factory

Miss Spider - Sunny Patch Friends: Scavenger Hunt

Adventure | PC | 2006 | The Games Factory

MLB SlugFest 2006

Sport | PS2 Xb | Q3 2006 | Midway

Monster Hunter Freedom

Action | PSP | Jun-06 | Capcom

Kirby (temporary name)

Platformer | DS | TBA | Nintendo

Kirby, the doppleganger Pokemon, once again gets to flex its powers of plagiarism, only much more so. With this DS title players will be able to drag several different powers into Kirby to create some interesting combinations. These powers will also have more of a puzzle-solving element, such as freezing water or burning down obstacles in your

way. Naturally
you'll get to swallow and spit things out
as well.













E3 A-ZEE

Amonast the most frequent gamers, adult males average ten years of game playing, and females eight years

Moscow to Berlin: Red Siege

Strategy | PC | June 2006 | Cinemaware

Motor Storm

Racing | PS3 | Nov-06 | SCEI

MTV Pimp My Ride

Mini Games | Mobiles | 2006 | Infospace

Mythic Wars

Strategy | PC | 2007 | 1C Company

Naruto: Ultimate Ninja

Action | PS2 | Jun-06 | Namco Bandai



NRA '07

Sport | PS2 PSP | Sep-06 | SCEE

Sport | PS2 Xbox PS3 360 | Q3 2007 | 2K Games

NBA Ballers: Rebound

Sport | PSP | Apr-06 | Midway

Sport | PS2 Xbox PS3 360 | Q3 2006 | 2K Games

Ninja Gaiden

Action | Mobile | 2006 | Tecmo

Noddy - And the Magic Book

Adventure | PS2 | Sep-06 | The Game Factory

Officers

Strategy | PC | 2006 | GFI

ONE - Who's Next?

Puzzle | NG | TBA | Nokia

One Piece Grand Adventure

Adventure | GC PS2 | Q4 2006 | Namco Bandai

Online Chess Kingdoms

Puzzle | PSP | Q4 2006 | Konami

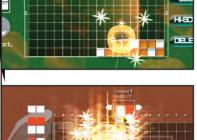


Lost Planet Action, Q1 2007, Capcom

Taking full advantage of the Xbox 360's unprecedented power, Lost Planet will contain an unrivalled level of detail as advanced light sourcing is used to ensure a realistic presentation. Enormous world-maps unfold as players battle the menacing invaders during blistering weather conditions throughout vast snow fields and deserted cities. Fostering a real-time loading system, players can expect a seamless

experience that leaves them completely immersed.













Lumines II

Rhythm, Q3 2006, Buena Vista

Lumines II for the PSP is the highly anticipated sequel to the extremely addictive puzzle-based videogame, Lumines. Gamers control squares made of four smaller block pieces that are dropped into the playing field one at a time to form same-colour squares. The vertical 'timeline' sweeps across the playing field from left to right and wipes the same-colour squares from the playing field. Unmatched blocks pile up, and the game ends when the pile gets to the top of the playing screen. Advance through many action-packed levels, each with its own musical theme and sound effects.

PC	PS2	PS3	PSP	XBOX	360	GCN	GBA	DS	WII
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Lumines Plus

Rhythm, Q3 2006, Buena Vista

Lumines Plus is the PlayStation 2 adaptation of the original PSP smash-hit, Lumines. Widely regarded as one of the best puzzle-based videogames of all time, Lumines enraptured gamers with its relentlessly addictive gameplay, quirky, cool and hip Japanese pop-culture flavoured presentation style. Now, Lumines Plus brings the Lumines experience to the Play-Station 2 with a host of added features, and allows fans old and new to experience the game on the big screen for the first time ever.

PC	PS2	PS3	PSP	XBOX	360	GCN	GBA	DS	WII

Madden NFL 07

Sport, TBA, EA

After the mess that came from the last Madden, EA has a bit of catching up to do. But the brand, now heading into its 17th title, is still very popular and remains one of the strongest sports titles around. In Madden 2007, players will have a lot more control over the players, taking on specific roles throughout a match that can make or break play. On top of that, cutting-edge visuals and support for online play moves the series up the usual notch.

PC					

Maelstrom

Strategy, October 2006, Codemasters

It is war as Earth faces an ecological apocalypse. Water is scarce and humanity has been divided into two factions fighting for the control of the remaining resources. Just to make things more interesting, an alien force has also decided that it wants the planet. Players will choose one of the three factions and take part in an RTS where war will devastate an already destroyed planet. That means big weapons and even bigger bombs.

PC					

Mage Knight Apocalypse

RPG, Q3 2006, Namco Bandai

Choose one of five characters and then team up with other characters in the Mage Knight universe to stop the Apocalypse Dragon and its legion of chaos. Based on the popular figurine game, this isn't a tactical battle but an action RPG. Team play and co-op support are the big features that the game wants to push for its players, plus fans of the original can expect the monsters and units from the Mage Knight universe to be everywhere.















NEW NINTENDO DS RELEASES



























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Best-selling console super genres (by units sold, 2005):

30.1% Action

17.3% Sports

11.1% Racing

9.3% Children & Family

8.7% Shooter

7.8% Role-Plaving

4.7% Fighting

Open Season

Adventure | PC | Sep-06 | Ubisoft

Over The Hedge

Adventure | PS2 Xbox GCN PC | Jun-06 | Activision



Overclocked

Adventure | PC | 2006 | dtp

P.R.I.S.M. - Threat Level Red

Action | PC | Q3 2006 | Playlogic

Pac-Man World Rally

Arcade | GC PC PS2 PSP | Q42006 | Namco Bandai

Pacific Storm

Strategy | PC | Jun-06 | CDV

Pacific Storm: Allies

Strategy | PC | 2006 | Buka

Paris Hilton's Jewelry Case

Puzzle | Mobile | 2006 | Gameloft

PC Football 2007

Management | PC | 2006 | On Games

Persona 3

RPG | PS2 | TBA | Atlus

Phil of the Future

Adventure | GBA | Aug-06 | Buena Vista

Phonetag

MMO | Mobile | 2006 | Amp'd Mobile

Pirates of the Caribbean:

Dead Man's Chest

Action | DS GBA PSP | Jun-06 | Buena Vista



Magnetica Puzzle, 2006, Nintendo

A DS version of the puzzle game Puzzloop, it involves shooting marbles at a spiral of marbles trying to hit the centre. If it reminds you of Popcap's Zuma, it's the same kind of game. The DS version will add stylus support, plus additional quests and other game modes to keep things interesting (because a stylus would make this kind of game quite easy initially). It's a puzzle game on the DS — we know better than to wonder if it would do well.



Mass Effect

RPG, TBA, Microsoft

Mass Effect is a science-fiction action-RPG created by BioWare Corp., the commercially and critically acclaimed RPG developer of Jade Empire, Star Wars: Knights of the Old Republic, Neverwinter Nights, and the Baldur's Gate series. Mass Effect will deliver an immersive storydriven gameplay experience with stunning visual fidelity. Published by Microsoft Game Studios, Mass Effect will be exclusively for the Xbox 360.



Medieval 2: Total War

Strategy, Q4 2006, Sega

Creative Assembly stopped briefly to work on Spartan, a rip-roaring action game, before heading back into what put the studio on the map. Medieval 2 is definitely the most ambitious RTS entry the team has yet attempted, plus it spans over four centuries as players take empires through the Crusades through to the Renaissance and the discovery of America. It's huge and highly detailed, keeping the banner for the Total War series high.











Mercenaries 2

Freeform, 2007, LucasArts

"Everybody Pays." That's the rule that makes the world turn in Mercenaries 2. Building on the success of the first game, Mercenaries 2 makes use of next-generation power to present an even larger world with more to do and blow up. Set in a new unannounced territory, our group of mercenaries head into the hot zone and take cash from anyone who is looking for a hired gun. With a huge free-roaming world and new weapons and vehicles, the game has been built from scratch to be the best in the series yet.

PC	PS2	PS3	PSP	XBOX	360	GCN	GBA		
Metal Gear Solid 4									
Stealth, TBA, Konami									
If you are a Metal Gear Solid fan, the movie from E3 is all you'll need. So fa									

far, not much else is known, except that the game might move into even another direction (considering the substantial changes MGS already brought to the series). It takes place after the second MGS, in a far future featuring an old Snake, lots of Metal Gears, genetic troopers and terrorists, plus more of that Meme and Theme stuff Kojima is fond of. It definitely looks really impressive.



Portable Ops picks up where Metal Gear Solid 3 left off, including the multiplayer modes introduced in Subsistence. The PSP version will include a new single-player story and new missions, plus even more multiplayer modes. Graphically it looks impressive for a PSP title and is much closer to the original concept than Metal Gear Acld was.











Metroid Prime 3: Corruption

Action, TBA, Nintendo

Besides using the Wii Remote and Nunchuk controllers to pull off amazing feats like aiming and blasting in midair or at a full run, players will also have an array of different weapons at their disposal. In true Metroid fashion, these will be powered up as the game progresses. Not only that, but the controller will be used for a number of other game elements beyond the traditional first-person shooter standards.



Pirates of the Caribbean: The Legend of Jack Sparrow Action | PC PS2 | Jul-06 | Ubisoft

Pokémon Mystery Dungeon: Rlue Rescue Team Battle | DS | Sep-06 | Nintendo



Miami Vice The Game

Action, July 2006, Vivendi

On one hand we like the idea of old properties getting the game treatment. On the other hand they seem pointless. Miami Vice is basing itself on the original TV series and hoping to piggy-back on the upcoming movie. But beyond that, it's another game using an old license to give a familiar concept a new theme. It remains to be seen if the game pulls anything special out of its hat, but as a license title it is probably going to try and rest on the series' laurels.

Mobile Ops: The One Year War

Tactical, December 2006, Namco Bandai

Mobile Ops, based on a popular anime license, is all about big mech suits on giant battlefields. The next-generation will aim to bring the world to life. Players can fight the battles on the ground (and will likely be forced out of their suits for dramatic effect at some point), but the main focus is on the mech suits, which boast a wide array of customising features. Who digs Giant Robots? We dig Giant Robots.

Mortal Kombat: Unchained

Combat, Q3 2006, Midway

It would be nice to see the first few Mortal Kombat games surface on the portable platforms. But in the meantime, the best modern MK game, Deception, is being ported to the PSP. Called Unchained, it's a first for the series and fans can expect the console package tailored to the PSP along with Wi-Fi support. It's still the same game, but with additional extras such as PSPexclusive characters and new moves and arenas.

MotoGP

Racing, Q3 2006, Namco Bandai

Bikes on tarmac are definitely gaining popularity with racing enthusiasts. MotoGP is heading to both the 360 and the PSP soon. It's a continuation of the popular series that has been gaining a lot of momentum since MotoGP 3 set a standard for the genre as a whole. More bikes and better visuals, especially on the 360, will be the order of the day, along with the ever-improving bike and crash physics that games of the genre have been producing of late.

NASCAR 07

Racing, TBA, EA

Somehow, racing at high speed around an oval track seems very apt for the PSP's widescreen. So, NASCAR 07 is likely to be quite popular, though naturally tailored for the portable platform. Apart from the season roster, expect all the championships and more high-speed crashes than you can shake a fire extinguisher at. A four-player Season mode will also let gamers team up to finish seasonal racing.











Pokémon Mystery Dungeon: Red Rescue Team

Battle | DS GBA | Sep-06 | Nintendo

Pokémon Ranger Battle | DS | TBA | Nintendo

Phantasy Star Universe MMORPG | PC PS2 360 | 2006 | Sega

Phantasy Star is a pioneer of massively online games for the console market. First launched in 1998 on the Dreamcast, the series has managed not to suffer the same fate as the console and has since landed on many other platforms. But now it is heading to the 360 and the juggernaut that is called Xbox Live. Expect to lose a lot of your life playing this online.















Best-selling computer game super genres (by units sold, 2005):

30.8% Strategy

19.8% Family & Children

14.4% Shooter

12.4% Role-Plaving

5.8% Adventure

4.7% Action

3.7% Sports

Pro Series Golf

Sport | NG | TBA | Nokia

Protivostoyanie

Strategy | PC | 2006 | GFI

Real World Golf 2

Sport | PC PS2 | 2006 | In2Games

Rengoku 2

Action | PSP | Q3 2006 | Konami

Ria'n'Roll

Simulation | PC | 2006 | 1C Company

rFactor

Simulation | PC | TBA | Image Space Incorporated

Rise of Nations: Rise of Legends

Strategy | PC | Jun-06 | Microsoft

Rule of Rose

Horror | PS2 | Q3 2006 | Atlus

RUSH

Racing | PSP | December 2006 | Midway



Quiz | Mobile | 2006 | Namco Networks

Sexy Soccer

Sport | Mobile | 2006 | Infospace

Shadows of War

Strategy | PC | 2006 | On Games

Shinobido: Way of the Ninja

Action | PS2 | TBA | SCEE



Ninety-Nine Nights Action, Q3 2006, Microsoft

From the collaboration between famed game developer Tetsuya Mizuquchi, of Q Entertainment, and director SangYoun Lee, of leading Korean developer Phantagram, comes the Xbox 360-exclusive Ninety-Nine Nights. The title is a fantasy action game for the Xbox 360 that allows players to experience an immersive and emotional story though the eyes of good and evil, while they fight amongst hundreds of fellow soldiers through an epic adventure of fantasy and action.



Okami

Adventure, Q3 2006, Capcom

Okami depicts a stark world devoid of colour that the player must return to its natural state. In Okami, colour represents the life blood of the land and sucking this life are supernatural monsters that inhabit the surrounding areas. Players take control of Amaterasu, the mythical sun god in its earthly form of a wolf, and must seek out and defeat these monsters, returning colour and hence life to the area



Overlord

Action, 2007, Codemasters

If this reminds you a bit of Fable, it's a good thing. Overlord starts with a player emerging out of the tower ruins of a long-dead evil Overlord, magical powers intact. But it's a clean slate and it's up to you whether he becomes good or evil in order to become the ruler of the local area again. That includes, by the look of it, having minions and followers. It definitely sounds very interesting, plus another game that tries to go where Fable wanted to is great.



Pac-Man	
rac-man	

Retro, 2006, Namco Networks

We're not going to hold your hand on this one — it's Pac-Man on a mobile phone. In fact, who didn't see this coming? Come to think of it, hasn't Pac-Man been on a phone before? It doesn't matter, though, retro arcade games work well on today's mobile phones and Pac-Man is definitely one of those. But can you handle doing the whole thing in one sitting? Not likely, but at least it doesn't cost you a buck for a quick game.



Panzer Tactics DS Strategy, Q4 2006, CDV

This is CDV's first DS game, taking one of the publisher's popular RTS titles and turning it into a turn-based arena for the DS. The touch screen ensures that the interface is not a problem, plus the idea of a World War II based strategy title on the platform, especially from a development community well-known for these kinds of games, is an inviting idea. Not to mention that a prominent European studio is opening to the portable platforms. It's worth watching closely for a lot of reasons.



ParaWorld

Strategy, August 2006, Sunflowers

Paraworld could either be great or miss the mark in a weird way. The concept doesn't revel in much convention. Even though the game uses traditional RTS ideas, the survival of your primitive tribe relies a lot on your ability to get it to get food together - and domesticate the dinosaurs. Said dinosaurs can then be used for a whole lot of things, such as waging war on other villages. Over 200 species split across four temperate zones make for an interesting approach to strategy and management.











Phoenix Wright: Ace Attorney Justice For All

Adventure, Q1 2007, Capcom

The second game in the popular courtroom battle series from Japan introduces four new cases featuring new characters, plot twists and gameplay features. Players resume the role of Phoenix Wright, a defence attorney who must prove his client's innocence against the toughest of odds and most ruthless of adversaries. Players must exercise their legal prowess as they collect evidence, examine witnesses, analyse testimonies and seek the truth to ensure that justice prevails.

Phoenix (Without thinking, I just blurted out, "Objection!"...)

adversaries. Players must exercise their legal prowess as they collect evidence, examine witnesses, analyse testimonies and seek the truth to ensure that justice prevails.

Planet PSP (working title)

Software, Q3 2006, SCEE

Is this taking things that one step closer to the Hitchhiker's Guide? Planet PSP is a piece of software from SCEE and Lonely Planet. It aims to be a guide to six of Europe's top cities: Amsterdam, Barcelona, London, Paris, Prague and Rome. It includes places to see, where to hang out, plus the array of useful advice that the television series is known for. That said, the pre-planned itineraries seem a bit much, but maps and audio walks sound pretty neat.

PC PS2 PS3 PSP XB0X 360 GCN GBA DS WII

Prof. Kawashima's Brain Training: How Old Is Your Brain?

Puzzle, July 2006, Nintendo

Give your grey matter the workout it needs to stay sharp, focused and young. Brain Age: Train Your Brain in Minutes a Day is inspired by a book that was written by Professor Ryuta Kawashima, a prominent Japanese neurologist. His theories revolve around keeping brains young by performing mental activities quickly.

PC PS2 PS3 PSP XBOX 360 GCN GBA DS WII

Project H.A.M.M.E.R.

Action, TBA, Nintendo

There's a simple way to explain why this game is cool: you use a big hammer to beat up hundreds, if not thousands, of robots. The main character, a giant half-man, half-machine with a huge hammer, is moved around with the analogue connector, while the remote serves as the way to swing your hammer. The rest is all about going around and cleaning the world of the robot invasion.

PC PS2 PS3 PSP XB0X 360 GCN GBA DS WII

PT-Boats: Knights of the Sea

Simulation, Q4 2006, Akella

Take charge of a Mosquito fleet, a World War II squadron of boats designed to make quick attacks on the enemy. The visual style alone is worth writing about, but the simulation level should be impressive, especially with help from the team that developer II-2 Sturmovik. Players will be able to control boats in real-time, jumping from boat to boat, coordinating the attacks based on various historic missions.

PC PS2 PS3 PSP XBDX 360 GCN GBA DS WII

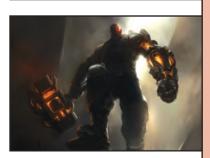
Rainbow Six Vegas

Tactical, Q4 2006, Ubisoft

Terrorists have invaded Las Vegas and the Rainbow Six boys are on the job again. The game keeps the tactical combat flag high and is clearly taking a note from its sister brand Ghost Recon by pushing the visual and immersion envelopes, along with the paced in-game tactical information that will be important while making quick decisions against clever opponents.











US computer and videogame dollar sales growth (in billions):

1996 2.6 1997 3.7 1998 4.8 1999 5.5 2000 5.6 2001 6.1 2002 7.0 2003 7.1 2004 7.4 2005 7.0

Showdown: Scorpion Action | PC | Q1 2007 | Akella

SingStar for PS3

Rhythm | PS3 | TBA | SCEE

SNK Vs Capcom Card Fighters DS Combat | DS | TBA | SNK

Snoopy vs. the Red Baron Action | PC PS2 PSP | Q3 2006 | Namco Bandai

PSI: Syberian Conflict Strategy | PC | 2006 | OrbisAvia

Alien cyborgs have landed to invade, but unfortunately they have the Red Army to contend with. In a nice change from the usual good guy/bad guy mix the Russian Army is the protagonist in this RTS/RPG hybrid (with a heavy focus on hero units). Choose either race to stop the invasion or take over the human race, all in an engine that wants to shred the envelope.















US computer and videogame unit sales growth (units in millions):

1996 74.1 1997 108.4 153.0 1998 1999 185.2 2000 197 1 2001 211.0 2002 226.4 2003 241.4 250.0 2004 2005 228.5

SOCOM: U.S. Navy SEALs **Combined Assault**

Tactical | PS2 | Q3 2006 | SCEE

SOCOM: U.S. Navy SEALs Fireteam Bravo 2

Tactical | PSP | Autumn 2006 | SCEE

Space Impact

Action | NG | TBA | Nokia

Star Trek: Tactical Assault Strategy | DS PSP | Q3 2006 | Bethesda

Star Wolves 2

Strategy | PC | 2006 | 1C Company



Strawberry Shortcake - Adventures in the Land of Dreams

Mini Games | PS2 | Sep-06 | The Game Factory



of parents believe games are a positive part of their children's lives



Ratchet & Clank: Size Matters Platformer, Q1 2007, SCEE

Early next year, get ready for all the firepower players have come to expect from the multi-million unit-selling Ratchet &Clank series in Ratchet & Clank: Size Matters, an all-new sci-fi action adventure created exclusively for the PSP. Featuring many new and returning weapons and gadgets, Ratchet & Clank: Size Matters will draw players into a galaxy spanning adventure set across new levels with diverse gameplay.



Rayman Raving Rabbids

Platformer, TBA, Ubisoft

Since the platforms for the new Rayman game haven't been specified, we're not sure what to expect. But the Wii is a definite for it, plus everyone now knows who Michel Ancel is after Beyond Good & Evil and King Kong. Will this give the guirky limbless creature that is Rayman a new breath of life? It's probably smart not to disregard this as yet another iteration in a game series



Resistance: Fall of Man

Action, TBA, SCEE

Aliens have overrun an alternative-history 1950s earth. Called the Chimera, they grow their numbers by turning other living creatures into more Chimera. Players take on the scourge FPS-style, with a large array of weapons in action-heavy and large levels. The developers of Ratchett & Clank are behind this, marking a very different, but fun-looking effort for the studio.



Ridge Racer 7

Racing, November 2006, Namco

You either love Ridge Racer or you don't. It's a classic arcade racer with little in the way of technical simulation. But at its seventh console iteration the series clearly isn't unpopular. With more cars, flashy visuals and over 200,000 modification options and parts per car, plus the female lead character Reiko Nagase, it's an iteration for the fans.



Roque Galaxy

RPG, Q1 2007, SCEE

From the people who brought us the interesting RPG Dark Chronicle comes another action RPG with similar styling. Players are Jester, a boy who leaves his desert planet to head out on a big intergalactic adventure. It's a familiar Action RPG-style seen amongst Japanese games, so no big surprises here in terms of the genre.



Rome: Total War - Alexander

PC PS2 PS3 PSP XB0X 360 GCN

Strategy, July 2006, Sega

The Total War series takes a look at one of history's greatest warlords. Alexander was young when he died, but by that point he had taken over the Persian Empire. This expansion adds an extra 30 hours of gameplay and over sixty new units. Armies include factions from Persia, India and Greece, plus historic battles from Alexander's conquests.











Rygar

Action, 2006, Tecmo

Here's a game that ate a lot of our change when we were kids. Rygar is still one of the original all-out action games, even though a remake from a few years ago didn't do the game justice. While Ghost 'n Goblins got a PSP remake that stayed true to the original, we can just hope for the same treatment for Rygar instead of going all-out with 3D. Until that happens, though, it will be available for your phone.







of most frequent game players say they play games online, up from 19% in 2000

Strawberry Shortcake -Strawberryland Games

Mini Games | DS | Sep-06 | The Game **Factory**

Sudoku Gridmaster

Puzzle | DS | Jun-06 | Nintendo



Sam & Max

Adventure, 2006, Telltale Games

No, your eyes don't deceive you. Sam and Max are alive and kicking, and starring in their very own videogame series starting this spring! Telltale Games brings the dynamic dog and rabbit duo to life with the same love and care they gave the Bone series. Episode in nature and bizarre in concept, Sam & Max, freelance police that they are, solve crimes and make friends (as only a psychotic rabbit and cynical dog could).



Sensible Soccer

Sport, Xbox, July 2006, Codemasters

John Hare, the man behind the original Sensible Soccer, is working with developer Kuju in creating this, an authentic update of the classic football simulator. That means that Sensible Soccer hopes to retain its retro charm while bringing aspects of the game, such as the animation, up to today's standards. It hopes to bring a few ideas back to the genre last seen with, well, Sensible Soccer

PC	DC 2	PS3	PSP	XBOX	360	CCN	GBA	DS	WII
FC	F52	F-55	FOF	YPOY	300	GUN	GDA	Do	VVII

Shadowrun

RPG, TBA, Microsoft

It's about time that someone gives the Shadowrun universe another stab. The game will be a first-person shooter, thus an action take (which suits the game), but with heavy emphasis on the RPG elements of the pen-and-paper system. Not much more is known, but with the 360 as a platform, multiplayer support is quite likely. At the very least, download content will be part of the package if it proves popular.

	PC PS2 PS3 PSP XBOX 360 GCN GBA DS WILL	 132	1 33	1 51	XBOX	300	GCN	OBA	****
Chin Magami Tangai, Davil Summanar		 		_	_				

Shin Megami Tensei: Devil Summoner

RPG, Q4 2006, Atlus

This title continues a sub-series in the Shin Megami world that has been going since the Saturn. The lead man is Kuzunoha Raidou, a detective who also has the ability to summon devils - as the modus operandi with the Shin Megami game. Nothing particularly groundbreaking, but still the same creative approach this series has maintained keeps going in Devil Summoner

		PSP			

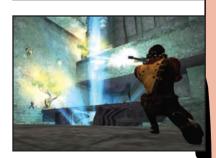
Silent Hill Origins

Horror, Q3 2006, Konami

The Silent Hill makes its way to the PSP and while it's not clear if the creepiness of the game will be as effective on a handheld, Origins brings some new ideas around. A truck driver who has to make a delivery to the infamous town gets trapped there and soon has to run for his life and sanity. The main feature touted is a barricades system, which means you can block off doors and entrances.







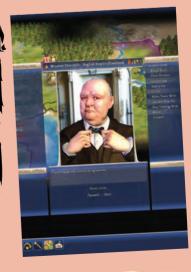




Sid Meier's Civilization IV: **Warlords**

God Game | PC | Jul-06 | 2K Games

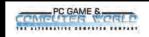
It's the first expansion to the excellent Civilization 4, in which you'll get six new nations plus six new scenarios involving the greatest warlords in human history. The Warlord unit itself also joins your kingdom, plus the ability to conquer an enemy and make it a vassal state — an empire under your empire. New units, wonders and resources have also been added.











Type of games played online most often:

52% Puzzle/Board/Game Show/Trivia/

22% Action/Sports/Strategy/Role-Play Card

11% Other

9% Shockwave/Flash/Browser-based Mini-Games

7% Persistent Multi-Player Universe

Suite Life of Zack & Cody

Adventure | DS GBA | Aug-06 | Buena

Summon Night: Swordcraft Story RPG | GBA | Q4 2006 | Atlus

Super Dragon Ball Z

Combat | PS2 | Jun-06 | Atari



Super K.O. Boxing

Sport | Mobile | 2006 | Glu

Super Monkey Ball Adventure

Puzzle | GC PS2 PSP | Q4 2006 | Sega

Super Robot Taisen:

Original Generation

RPG | GBA | Q4 2006 | Atlus

Swashbucklers: Blue & Grey

RPG | PC | Q3 2006 | Akella

Syphon Filter: Dark Mirror

Action | PSP | 2006 | SCEE

System Rush: Evolution

Action | NG | TBA | Nokia

TakeYer Meds!

Puzzle | Mobile | 2006 | Infospace

Tecmo Bowl

Sport | Mobile | 2006 | Tecmo

Tenchu: Dark Secret

Stealth | DS | Sep-06 | Nintendo



SiN: Episodes Action, June 2006, Ritual

SiN Episode 1: Emergence, available for the PC, offers explosive first-person shooter experiences that reintroduce and re-imagine the world of SiN for the new millennium. Emergence, the first in this series of episodic adventures, expands on the role of Colonel John R. Blade and features never before seen weapons, characters and environments.



のはお前か



The first time this game appeared was on the Neo Geo Pocket in 2000. Now it appears on the appropriate DS where players can play with decks they build from card collections spanning the Capcom and SNK character rosters. Wireless play will allow for some frantic battles, though it's only for fans of Battle games.



PC					

Soccer Fury

MMOSport, TBA, NCSoft

Get ready for some insane online action games. But instead of just a normal football match, players will take part in three-on-three online matches where martial arts moves and special actions make up part of the action. It will also be NCSoft's first game through its new PlayNC system. To us it sounds like online Shaolin Soccer, which isn't a bad thing.



		PSP			

Sonic Rivals

Platformer, Q3 2006, Sega

What starts as a friendly rival race between Sonic and Knuckles suddenly gets everyone involved - on top of that that, Dr. Eggman went and planted traps all over the tracks. There's no real plot here - the rewards at the end are virtual cards and the ability to customise characters. In essence, it's a Sonic racing game with a not-so-subtle cover story.



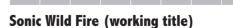
		PSP	XBOX	360		

Sonic the Hedgehog

Platformer, 2006, Sega

This new Sonic the Hedgehog melds top-tier animation production values with next-generation art, physics and game design to create the most intense, high velocity Sonic adventure yet. Featuring interactive 3D environments, a large cast of new and returning characters, and a blistering sense of speed, get ready for the reinvention of Sonic the Hedgehog.





Platformer, TBA, Sega

While the PS3 and 360 will both be getting Sonic Next Gen, Wild Fire is a Wii exclusive game with an original storyline. The big appeal is the Wii's controller, which allows SEGA to get pretty creative on how you play Sonic. With a huge 3D playground, Sonic is easy and interesting to control, making this a unique entry to the series.











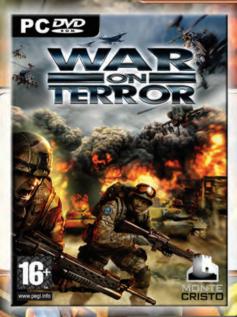


COMING IN JULY!

The first firefighter simulation game, Fire Department puts you in charge of a fire brigade at the heart of the most extreme of situations. The storyline of this third episode of the popular Monte Cristo series will take you to the four corners of the earth. The game was developed in close collaboration with true fire experts, and the missions are based in most cases on actual events that have occurred in recent years. A fire in a nuclear research institute in Ukraine, a train that derails under the English Channel, a prison fire in Germany, forest fires, chemical catastrophes - there is no shortage of challenges to put your sense of observation and your ability to make strategic decisions to the test.

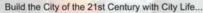
Enhanced by an optimized 3D engine, new types of risky situations and the knowhow of the developers of this popular series, Fire Department 3 offers you an exciting, unforgettable game experience!





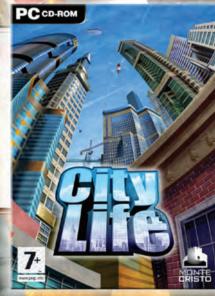
At the dawn of a new century, peace is now only a distant dream. Many terrorist groups have joined their forces to launch terrible attacks on the world's great urban areas. Their ultimate goal remains unknown, but their attacks are of unprecedented violence. Your mission: reveal the conspiracy and bring peace back to the world.

"War on Terror" is a resolutely modern, real-time strategy game centered on tactics. With splendid 3D graphics, it presents a realistic scenario of fighting terrorism in the near future. You follow the course of history from three perspectives: The Free World Forces, the Chinese, and the Order. Each time you accomplish a mission objective or wipe out enough enemy troops, you earn the chance to obtain new units. Your goal is to free the world of the scourge of terrorism. You can play a total of three campaigns, with over 70 units and 60 different abilities.



From superb villas in residential areas to imposing sky scrapers in the business district, design, build and develop the city of your dreams. Provide your citizens comfort and satisfaction by proposing adequate leisure activities and distractions while making sure you are able to generate profits from taxes and duties. You must manage this city efficiently to ensure its development flourishes by resolving the thorny issues of pollution and traffic. Likewise, make sure the different sociocultural groups coexist as harmoniously as possible so that the city remains peaceful and prosperous.

City Life is a next-generation City Builder in real-time 3D. Its fully 3D game engine offers a level of detail unprecedented in the City Builder genre. The game boasts highly relistic settings, reflection mapping, a tree engine, dynamic shadowing and even an immersion mode.



PC CD-ROM



Also available on the Playstation 2 platform!

"The Plan" sees sly mastermind Robert Taylor surround himself with some of most devious and highly skills professionals with one objective in mind - steal two famous Rembrandt paintings and sell them on for a nice profit. The fact that one of the paintings is held by Taylor's old partner who sold him down the river on a previous job adds extra spice and incentive to the task.

To succeed you will need to undertake meticulous planning at the crime scene. What's the best route? Where are the guards? Can we get someone in undercover? But planning is only half the job... Fortunately Taylor is the best in the business and he's got access to all sorts of gadgets from night vision goggles, radio controlled probes through to all the weapons necessary. The plan introduces an entirely unique style of game play, allowing you to co-ordinate the actions of up to 3 characters from 3 different perspectives.



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of game players of all ages report exercising or playing sports an average of 20 hours a month

That's So Raven: Psychic on the

Adventure | DS | Q3 2006 | Buena Vista

The Cheetah Girls

Adventure | GBA | Aug-06 | Buena Vista

The Da Vinci Code

Adventure | PC Xbox PS2 | May-06 | 2K



The Fast and the Furious Racing | PS2 PSP | Q4 2006 | Namco Bandai



The Legend of Dragon Action | PC | 2006 | On Games

The Legend of Heroes II: **Prophecy of the Moonlight Witch** RPG | PSP | Jun-06 | Namco Bandai

The Lord of the Rings Online: **Shadows of Angmar**

MMORPG | PC | Q3 2006 | Midway

The Movies

Management | GC PS2 Xb | TBA | Activision

The Precursors

RPG | PC | 2006 | Play Ten

The Tomorrow War

Simulation | PC | 2006 | 1C Company



Spectrobes

Battle, TBA, Buena Vista

When the universe is under threat from the Klaw. Rallen and leena discover the Spectrobes, a race of creatures found all over the galaxy. Over 200 of these creatures can be captured and trained to use in battle, ultimately to defeat the Klaw from taking over. The Spectrobes can be customised, but it's ultimately another Battle game in the tradition of Pokémon.



Spy Hunter: Nowhere to Run

Action, Q3 2006, Midway

We're still not sure if the guy who drives the car in Spy Hunter is supposed to get out, but since it's based on the movie (which, when you think about it, is based on a retro top-down racer/shooter), clearly the idea wasn't to commemorate the original game itself. Either way, if you like your action on the ground and behind a wheel in equal portions, that's where this is heading.



Star Trek: Legacy

Strategy, Q4 2006, Bethesda

Legacy has caused guite a stir when it was unveiled. This action/tactical game will put players in charge of a small fleet in Starfleet, progressing up the ranks. It will cover all the eras from the Star Trek universe and apparently has most of the ships in it already. Multiplayer is going to be a big part of this game and it appears that Star Trek games are on the up-and-up again. See NAG for an exclusive preview.



Steel Horizons

Strategy, TBA, Konami

Steel Horizons combines turn-based strategy and real-time action as players build and command World War II fleets of ships in battle, including submarines and aircraft carriers. The single-player campaign lets players take charge of one of three top-secret naval vessels, while battles can also be taken up via the wireless connection.







Stronghold Legends

Strategy, September 2006, 2K Games

King Arthur, Vlad the Impaler (better known as Dracula) and Siegfried the Great are the three sides in this Stronghold title where castle building is still important, but more emphasis is placed on the strategic combat sections than before. Also a change from the original, Legends involves itself with a lot of myth, including dragons and powerful sorceresses. Creating and maintaining your castles are also still important, but now you also have Merlin on your side.

PC PS2 PS3 PSP XBOX 360 GCN GBA DS WII
--

Super Paper Mario

Platform, Q4 2006, Nintendo

What at first appears to be a 2D sidescroller ripped straight from the pages of the Paper Mario universe soon turns into a 3D action-adventure that defies all videogame logic. Fusing 2D and 3D perspectives, not to mention RPG and platformer elements, the game slips back and forth between dimensions. The action sprawls across eight worlds filled with traps, puzzles, bizarre mysteries and items that often appear out of thin air.











Super Swing Golf PANGYA

Sport, Q1 2007, Tecmo

Everybody's Golf! Seriously, this is what this is. The PANGYA series, better known as Everybody's Golf in the West, is a popular online game in South Korea and Japan. As such, a Wii-exclusive version, which will make use of the console's unique controller, is in development — something fans are obviously excited about. But the focus will be on offline play.







of online game players are male, 42% of online game players are female

The Shadow of Aten

Adventure | PC 360 | TBA | Schanz

The Ship

Adventure | PC | 2006 | Mindscape



Superman Returns: The Videogame

Action, July 2006, EA

Metropolis comprises of 80 square miles and over 9,000 buildings. It's also your health. Since Superman is nearly indestructible, players will instead find that the amount of destruction Metropolis takes is what should be avoided. Although it's based on the upcoming movie, Superman Returns actually looks like a title that could do the man of steel justice, with huge enemies and a living, breathing city to cheer you on.

PC PS2 PS3 PSP XBOX 360 GCN GBA DS	

Tabula Rasa

MMORPG, TBA, NCSoft

Tabula Rasa is the massively multiplayer online experience that transports you to alien battlegrounds in the farthest reaches of space — where you will battle fast and furiously to save our universe from a bleak future at the hands of the Bane. Storm across alien landscapes as you face off against powerful alien soldiers, armoured mechanoids and vicious predators! Choose from a wide range of weapons and unique alien powers as you join the Allied Free Sentients in the desperate fight against extinction.

PC	PS2				

Tales of the Abyss

RPG, Q4 2006, Namco Bandai

After a young aristocrat reappears without his memories after having been missing for several years, it thrusts him into the middle of a saga that involves special societies, a prophecy and the opportunity to save the world. The popular RPG series continues in the latest Tales game, including the new feature to move anywhere on the battlefield. It's a classic turn-based Japanese RPG in the tradition of Final Fantasy.

PC		PSP			
					

Talkman

Software, July 2006, SCEE

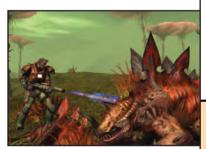
Until a Western version arrives, Talkman is only meant for the Japanese market. This software, involving a strange bird avatar, teaches English to Japanese users. It has a set of lessons that can be followed and will also translate words. But the most interesting feature is the ability to speak a sentence into the PSP and get a translated version played back. Will you trust your PSP to not say the wrong thing?

PC	PS2	PS3	PSP	XBOX	360	GCN	GBA	DS	WII
Tokk	an 6								

Combat, 2007, Namco

The Tekken series continues on a new platform, complete with new storylines, characters and arenas. The main point is to bring the series into the next-generation, so the announcement of a new Tekken is hardly surprising. Not much more has been revealed, but expect it to look the part and keep the Tekken name high. Online play should be a supported feature in this PS3 exclusive.











The Legend of Zelda: **Phantom Hourglass**

Adventure | DS | Q4 2006 | Nintendo

Cry for Wind Waker no more. Fans of the quirky cartoon Gamecube game can look forward to this DS-bound sequel. Link, as usual, has to do something to save the world, but this time he's in a new, mysterious world (that might turn out to be Hyrule anyway). Control Link even better with the touch screen and enjoy beating up monsters











93%

of game players also report reading books or daily newspapers on a regular basis, while 62% consistently attend cultural events, such as concerts, museums or the theatre

The Stalin Subway: Red Veil Action | PC | 2006 | Buka

The Wall

Action | PC | 2006 | Play Ten

Theatre of War

Strategy | PC | 2006 | 1C Company

Tokobot Plus: Mysteries of the

Puzzle | PS2 | Q3 2006 | Tecmo



Tony Hawk's Downhill Jam Sport | DS GBA Wii | Q4 2006 | Activision



Tony Tough 2 Adventure | PC | 2006 | dtp

Touch Detective

Adventure | DS | Q3 2006 | Atlus

Trickshot Pool

Sport | Mobile | 2006 | Infospace

Ultimate Angels

Sport | Mobile | 2006 | Tecmo



SPOTLIGH

Tekken: Dark Resurrection

Combat. September 2006. Namco Bandai

Everyone else is doing it, so it's no surprise that the Tekken series is also heading to the PSP. Based on the arcade version of Tekken 5, Dark Resurrection includes two new characters added to the 30+ roster of characters. No new characters and stages were added, but existing arenas have been improved and adjusted so that it's not exactly the same experience.











Test Drive Unlimited

Racing, Q3 2006, Atari

On the one hand, Test Drive Unlimited is the world's first MOOR (Massively Open Online Racing) game, giving players an unprecedented online experience, but on the other hand, Test Drive Unlimited is without a doubt the ultimate automotive experience for car and bike enthusiasts alike, whether they play through the game on or offline. In-game, players can visit the most sophisticated car and bike dealers to look at and purchase new vehicles, or simply take them for a test spin.

PC	PS2			XBOX	360	GCN	GBA		WII
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The Ant Bully

Adventure, July 2006, Midway

Lucas went around bullying ants, so he was shrunk down to ant-size and has to survive. Somehow the ants don't eat him immediately, but since this is based on a Disney animated movie, that probably wasn't going to happen anyway. Help Lucas as he meets the creatures of this new world, including ants and other natives, while trying to save the ant colony from extermination.

PC	PS2	PS3	PSP	XBOX	360	GCN	GBA	DS	WII

The Club

Action, 2007, Sega

Somewhere in town there's a place where criminals try and kill each other for prize money and fame. Known as The Club, it's a place where gunplay can net you a lot of cash. The premise is an action-shooter and it works well with furious moves and intense gameplay. But The Club is also still a way from release and a lot of the elements for it to work, such as smart Al, aren't in place yet. Despite that, it is still very impressive and worth looking out for in the future.

PC	PS3		360		

The Eye of Judgment

Action, 2007, Sega

Eye of Judgment isn't a particularly new game, but the interesting change is in its approach. It's a traditional card battle game, turn-based, on a 3x3 play field comprising of various terrains such as lava, ice or stone. But the cards are manipulated through the EyeToy camera, so players can tap and change the respective cards with a simple hand motion. The battles are rendered on the PS3, though the code at E3 was still early and unpolished. Still, the potential is there.

PC					

The Grim Adventures of Billy & Mandy

Action, Q3 2006, Midway

In battle mode, up to four players can use a multitude of weapons in destructible arenas, like the Desert of Doom and the Underworld, to battle it out to be the last one standing. Players also have the option to play on their own or with a friend in adventure mode, a series of 40 story-based missions where players can unlock new weapons and additional playable characters like Irwin and Hoss Delgado. Basically Shrek: Super Slam, but from Cartoon Network.











The King of Fighters 2006

Combat, TBA, SNK

More characters join the roster in what was originally called King of Fighters: Maximum Impact 2. There is a story, but the second of the 3D versions in SNK's classic series is still all about the fighting. The game includes new moves, new counters and the ability to stop, super-move and start your own join the game system, along with the numerous changes made in Maximum Impact.



Undercover - Operation Wintersun Adventure | PC | 2006 | dtp

Untold Legends Dark Kingdom RPG | PS3 | Nov-06 | Sony Online

Entertainment



Utopia-City Action | PC | 2006 | Reef Entertainment

Valkyrie Profile 2: Silmeria RPG | PS2 | Sep-06 | Square Enix

The Lord of the Rings: The Battle for Middle-earth II

Strategy, July 2006, EA

While consoles are becoming increasingly capable of using a keyboard and mouse (the 360 is particularly adept at this), the RTS genre is growing because developers are finding ways to use the standard controller in these games. A keyboard and mouse are still the best, but for anyone who wants to command Middle-earth's armies from the comfort of a couch and wireless controller, EA has listened.

The Movies: Stunts & Effects

Management, PC, July 2006, Activision

The Movies: Stunts & Effects allows players to hone their movie making skills with features that can turn an ordinary script into an extraordinary blockbuster. In addition to stunts and effects, the game introduces new backdrops, costumes and props, as well as upgrades to the Advanced Movie Making mode that lets players take control of even more movie features.



The Outsider

Action, TBA, Frontier Developments

When a top CIA agent gets implicated as public enemy number one, he has to use his knowhow, high-tech arsenal and experience to get himself out of this mess. Does this mean killing all those involved or playing politics to achieve his aim? Or should he go out and just try to clear his name? It's up to the player how the Outsider solves his dilemma, though shooting a few baddies is likely to be on the cards.

PC	PS2	PS3	PSP	XBOX	360	GCN	GBA	DS	WII				
The \	The Witcher												

RPG , TBA , CD Projekt

A Witcher is a warrior trained from birth, who fights because he or she is good at it. In this RPG, players assume the role of such a fighter who belongs to an ancient society that protects people from werewolves, the undead and all kinds of things that go bump in the night. This makes up the background for another visually impressive and vast European RPG - those are always worth taking a look at.

PC PS2 PS3 PSP XBOX 360 GCN GBA DS WII						
	PC		XBOX			

TimeShift

Action, Q4 2006, Vivendi

The technology behind TimeShift will for the first time allow gamers to slow, stop and reverse the flow of time while remaining completely isolated. Set in an engrossing storyline, gamers must learn to master this new skill to navigate through the new universe and ultimately complete the adventure. Using Saber Interactive's proprietary Saber3d Engine, the story will progress through virtual environments of cinematic quality, and a sophisticated AI will challenge gamers to think creatively on how to use their new powers.











Ultimate Ghosts 'n Goblins

Action | PSP | Q3 2006 | Capcom

The knight is back to save his princess from the evil monster at the end of it all. Capcom's classic platform title is looking stunning on the PSP, but remains faithful to the original — down to the heart-patterned underwear. And it is still incredibly tough and pretty unforgiving. Another 2D side-scroller gets a make-over.











The age of the typical gamer parent

Valkyrie Profile: Lenneth RPG | PSP | Aug-06 | Square Enix

Vanguard: Saga of Heroes MMORPG | PC | 2006 | Microsoft

VeggieTales - LarryBoy and the Bad

Adventure | GBA PS2 | Aug-06 | Crave

WAKFII

MMORPG | PC | 2006 | Ankama

Walt Disney Pictures Presents The Santa Clause 3

Adventure | GBA | December 2006 | Buena Vista

War Front: Turning Point Strategy | PC | Sep-06 | CDV



War Leaders: Clash of Nations Strategy | PC | Q1 2007 | CDV

Wardevil: Enigma

Action | PS3 | TBA | Digi-Guys

Warfare

Strategy | PC | 2006 | GFI

Werewolves

Tactical | PC | 2006 | GFI

White Gold: War in Paradise Action | PC | 2006 | Play Ten





Tom Clancy's Splinter Cell Double Agent

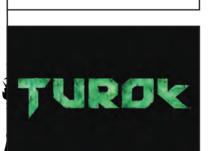
Stealth, September 2006, Ubisoft

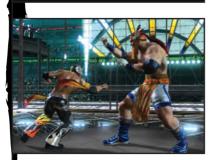
Veteran agent Sam Fisher is back. But he has never faced an enemy like this before. To stop a devastating terrorist attack, he must infiltrate a vicious terrorist group and destroy it from within. For the first time ever, experience the relentless tension and gutwrenching dilemmas of life as a double agent. As you infiltrate a terrorist organisation in its American headquarters.











Too Human

Action, 2006, Microsoft

This title has been around Silicon Knights almost as long as the studio has existed. But the concept finally finds fruition on the 360 as the first part of a trilogy. Players take on the role of Baldur, a cybernetic god who has to take up arms and defend humanity against an ancient mechanical presence that wants to destroy everything organic. The game aims to combine furious gunplay and melee combat seamlessly against large and destructive hordes of opponents.

|--|

Trauma Center - Second Opinion

The original Trauma Center on the DS was a guirky, much-loved 'surgical' puzzle game with slightly more emphasis on twitch reflexes than actual cerebral surgery. This sequel, exclusive for the Wii, aims to fix all that with more in-depth surgery. With more clinical conditions, characters to cure and surgical equipment, Second Opinion hopes to bring the Eastern success to the West, with a more intelligent flavour.

		PSP			

Traxion

Rhythm, Q3 2006, LucasArts

Traxion is taking another stab at an idea only a few games have really attempted: a rhythm title with the music supplied by the player. Much like Vib Ribbon, loading music into Traxion affects how the game is played. Using a large collection of mini-games, MP3 files from the memory stick can be played through the game, creating a new challenge with every new

PC	PS3		360		

Turok

Action, 2007, Buena Vista

This appears to have nothing to do with the original Turok, except that there will be lots of weapons, even more dinosaurs and a lot of carnage in-between the two. As part of a Special Forces squad sent to a genetically-altered planet to take down a war criminal, things quickly go wrong for protagonist Joseph Turok, and soon he has to fight for his very survival. Will we finally see a Turok game that isn't terrible?

	PC		PS3		XBOX	360	GCN	GBA	DS	
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Virtua Fighter 5

Combat, Q1 2007, Sega

Once a new console arrives, all the fighting titles crawl out of the woodwork. Like sports games, a combat game is always a shoo-in for the launch range of a game (or soon after that). The granddaddy of 3D fighting is still going fairly strong and as can be expected, the visuals are top-notch. The question is whether you are interested in another Virtua Fighter. If you are, well, here it is.











Virtua Tennis 3

Sport, Q1 2007, Sega

With the current momentum sports titles have quickly gained on next-generation, it's no surprise that everyone is making claims of 'the most realistic ever' all over the place. But we'll be damned if Virtua Tennis doesn't look really good. How well it plays remains to be seen - not everyone can work the magic that put Fight Night 3 and boxing on a pedestal. But if the gameplay matches the visuals, Sega has nothing to worry about here.



Sport PS2 PSP Xb TBA Crave
Mars 1

Viva Piñata

Adventure, 2006, Microsoft

Set for a worldwide release this quarter, Viva Piñata is a customisable, social and spontaneous game that invites players of all ages and skills to explore an immersive world where they are challenged to create and maintain a living garden ecosystem that grows in real-time. Starting with a few basic tools, players build and take control of their environment to attract and host more than 60 species of wild piñata, utilising hundreds of customisable elements to create their very own distinctively unique thriving paradise.

Warhammer: Mark of Chaos

Strategy, Q4 2006, Namco Bandai

While Relic created the impressive Warhammer RTS out of Games Workshop's properties, Black Hole Entertainment is also working on a strategy title based in the wider Warhammer lore. With Games Workshop's full support, the game looks similar to the Total War series, with huge battles and complicated strategies on a world map. But there's much more to Mark of Chaos than what initial impressions suggest.

WarHawk

Action, TBA, SCEE

It's still a heated debate whether the PS3's gyro-controller was just a last minute tack-on to impress over the Wii, and whether it's even as impressive as the idea sounds. The developer of Warhawk definitely didn't look like it was having a great time jerking the controller around piloting the first game to use this feature, but apparently it works well — especially since the demo only had limited support for the feature.

WarioWare: Smooth Moves

Mini Games, TBA, Nintendo

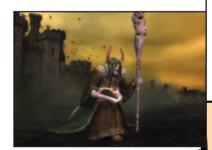
The WarioWare team took an idea so wacky, it could only be created with the latest technology - the Wii Remote. Wario and his pals learn fun, wacky moves after discovering a strange book and a mystical device called the Form Baton. Players must clear fast-paced sets of microgames, changing the way they hold the Wii Remote each time. As they do, they'll unlock more micro-games and souvenirs.

Whirlwind of Vietnam

Simulation, 2006, 1C Company

The crew behind II-2 Sturmovik has set its sights on a different type of flying — the combat helicopters used in the Vietnam conflict. That's a pretty specific theme for a flight simulator, but virtual pilots will be able to use all the helicopter models that were used in the conflict. It's no surprise that the game both looks good and aims for a high level of authenticity.











Wild Summer

Adventure | PC | 2006 | On Games

World Championship Poker: Featuring Howard Lederer "All In"



World Pool Challenge 2007 Sport | PSP | Q3 2006 | Sega

World Pool Championship 2007 Sport | PS2 | Q3 2006 | Sega

World Series of Poker Sport | Mobile | 2006 | Glu

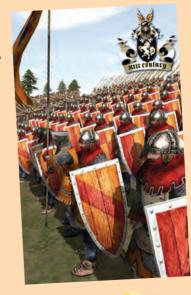
World Snooker Challenge 2007 Sport | PSP | Q3 2006 | Sega

World Super Police Action | PS2 | TBA | Midas

XIII Century

Strategy | PC | 2006 | 1C Company

Take on the other rulers of the Middle Ages in this strategy title. Boasting high authenticity, there will be pikemen, knights, serfs and everything from this notorious part of history. Famous rulers and warlords are also included, including authentic heraldry for the European aristocracy. Manage manage battles with then-cutting edge siege weapons and units, all over 30 battles in 5 campaigns.











World Tour Soccer '06 Sport | PSP | Jun-06 | SCEE

WWI: Aces of the Sky Action | PS2 | TBA | Midas

WWII: Battle over Europe Action | PS2 | TBA | Midas

Xenosaga EPISODE III: Also sprach 7arathustra

RPG | PS2 | Q3 2006 | Namco Bandai



Xiaolin Showdown

Action | PS2 Xbox PSP DS | Nov-06 | Konami

Yoshi's Island 2 (working title)

Platformer | DS | Q4 2006 | Nintendo



Zatchbell!: Mamodo Fury

Action | GC PS2 | Q3 2006 | Namco Bandai

Zoocube

Puzzle | PS2 | TBA | Midas

US computer and videogame dollar sales: 2004 and 2005 (dollars in billions)

Video Game 2004: 46.2 Computer Game 2004: \$1.1

Video Game 2005: \$6.06 Computer Game 2005: \$0.953



Wii Music: Orchestra

Rhythm, 2006, Nintendo

Only shown in demo form at E3. Wii Music: Orchestra had players conducting an orchestra using the Wii remote as a baton. Little is known about the final game, or if the final product will bear any resemblance to the demonstration seen at E3 2006. In the demonstration, the tempo and rhythm of the conductor influenced the music being played by the virtual orchestra.











Wii Sports

Sport, TBA, Nintendo

This one is easy. Take the Wii controller and then think of the sports applications that can be added to it. For instance, tennis is a matter of swinging the controller like a racket and golf is a matter of mimicking a club or putter, while baseball — we're sure you get the picture. This is likely to be a value-added game for the Wii, giving players a range of activities instead of one detailed sporting discipline.

	PC			PSP		360				
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World Series of Poker Tournament of Champions

Sport, Q3 2006, Activision

Poker fans can get ready to take on the role of Chris Ferguson, a new poker pro who aims to get all the way to the invitation-only Tournament of Champions at the Rio Resort in Las Vegas. Along the way he and players will encounter top poker pros and various tournaments from the World Series of Poker. Multiplayer details aren't clear, but the prospect is definitely exciting to poker players.

World Snooker Championship 2007

Sport, Q3 2006, Sega

Create your own player or choose one of the snooker and pool pros in the game. Then try and become the best through over twenty licensed tournaments. If that's not enough, Golden Cue lets players play custom matches against pro characters. A trick shot mode will bring the best out of players who want to show off. And when that gets boring there are always online players to kick around the table.

PC	PS2				

Yakuza

Action, Q3 2006, Sega

LAfter spending ten years in prison, a former Yakuza member tries to get his life back together. But he is soon embroiled in a dangerous plot involving a mysterious girl and \$100 million in missing currency. Taking a leaf from the many Yakuza-themed movies in the East, Yakuza aims to be action-packed and violent with its own take on the action genre.

PC					

You Are Empty

Action, 2006, 1C Company

It's the late fifties in an alternative timeline. Soviet scientists started mucking around with genetic experiments and, as it goes, ended up unleashing a dangerous species of mutants with lethal powers. Players land in the thick of this and need to survive against - and stop - the onslaught in a game with a really dark and moody atmosphere on top of a cutting-edge engine.

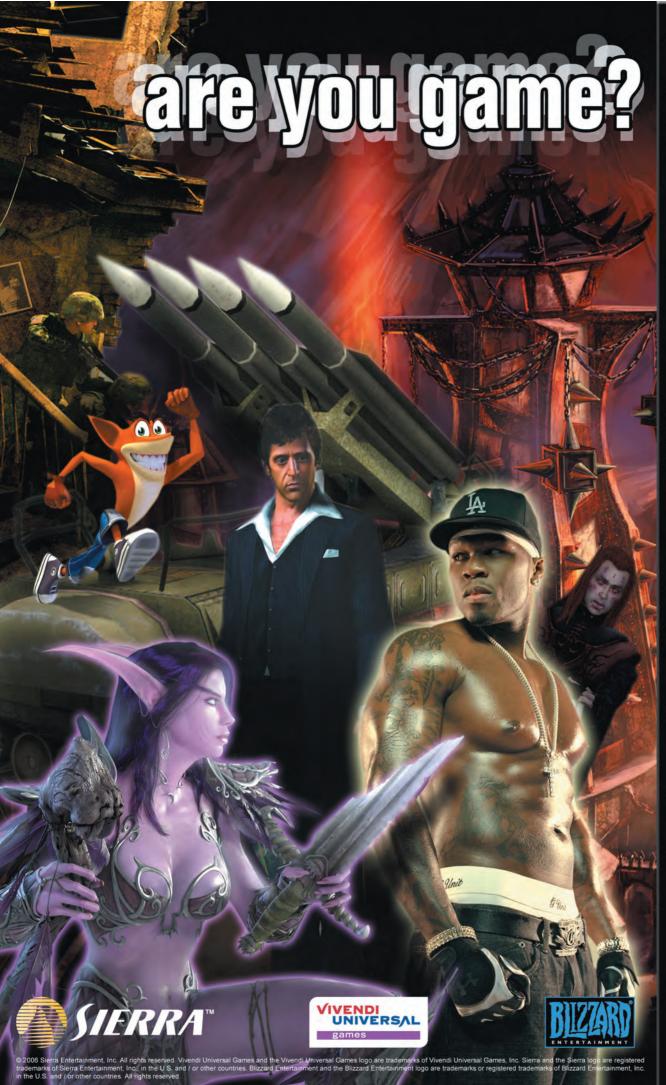














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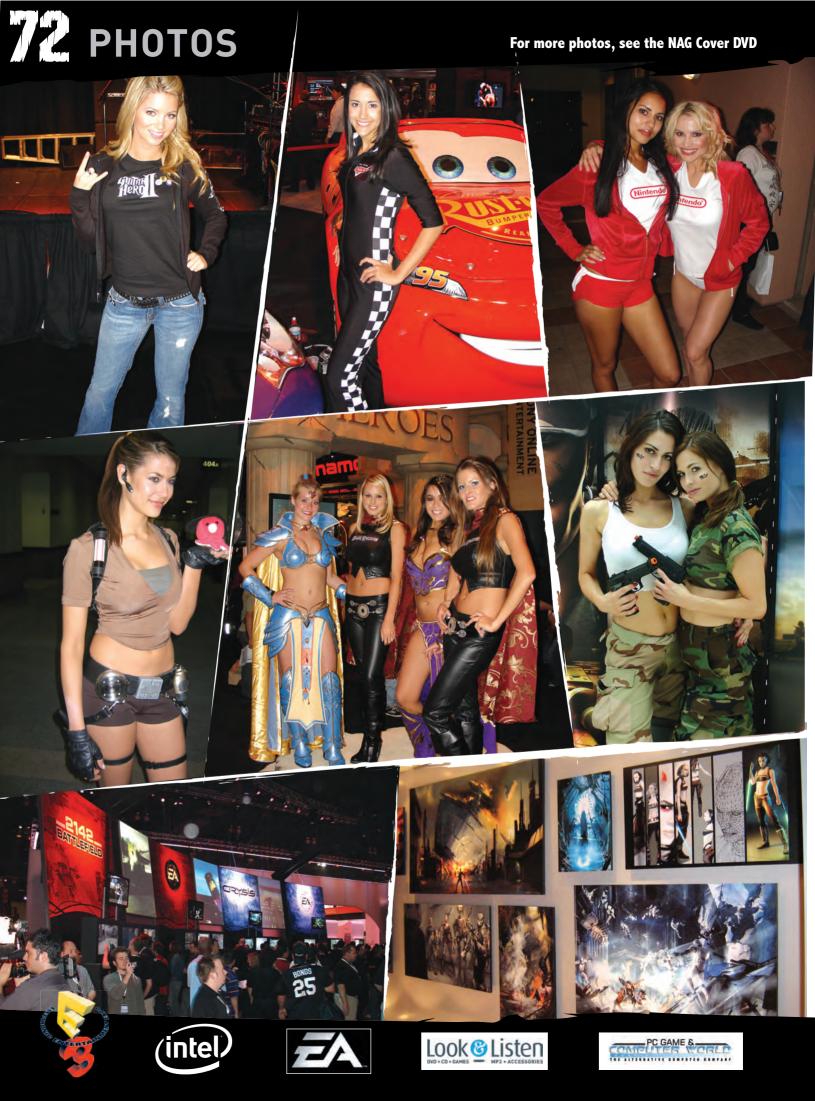
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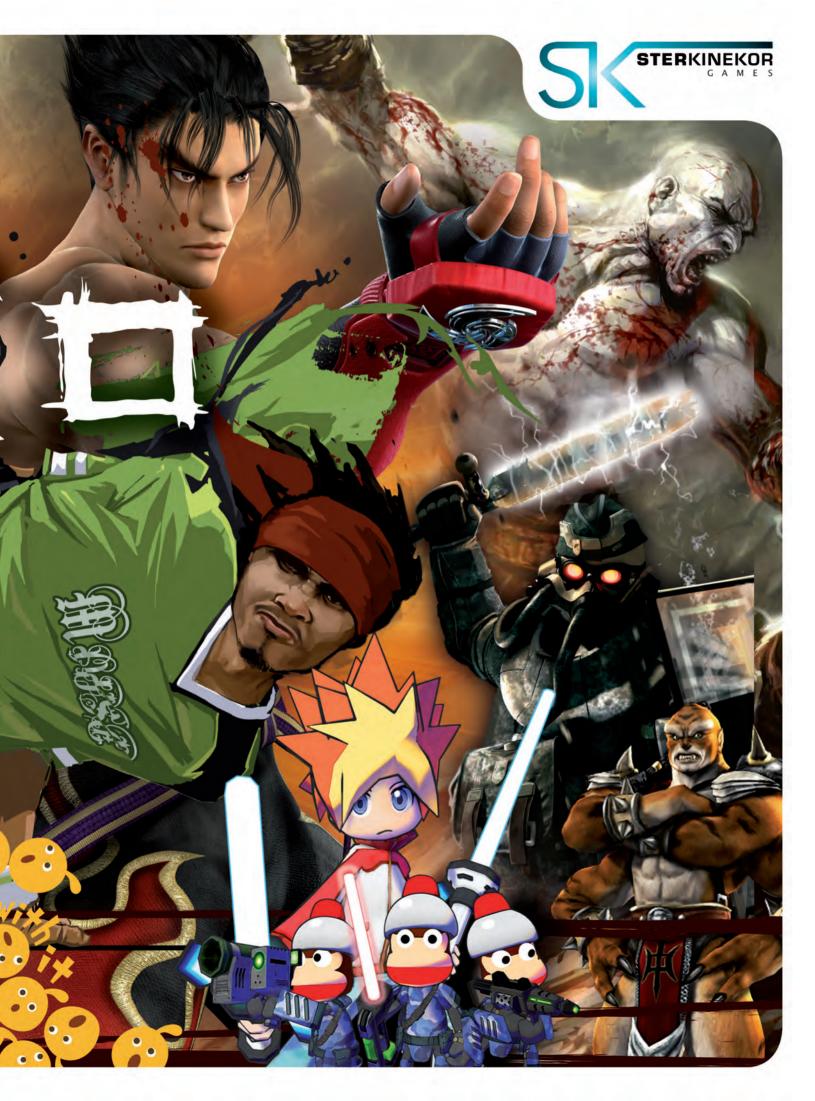






Blood and Gore Violence









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